Rule Book

Prologue

Nomadic legends speak of a great worm slumbering beneath the sands, stoking the fiery heat of the desert. Tales told how the beast would awaken when the desert grew too cool, emerging from its slumber to bake the world above. For centuries the desert has grown and extended, proving, say the tribesmen, that the worm grows stronger.

Until a year ago, the legends were mere fable. Then the tremors began. Scholars grew concerned and began to investigate, but the desert tribes knew the truth: the Ravager was awake.

It emerged two moons ago, hot as the sun itself and as tall as a mountain. The beast destroyed an ancient desert city, reducing it to particles of sand. For a few horrifying days, it remained above ground, seemingly soaking up the sun. Then it abruptly crashed down, disappearing into the earth and leaving a massive tower of luminescent crystal behind.

Even as the legends foretold, the crystals remain, acting like lenses that amplify the sun's energy, heating the desert even more. The site is now uninhabitable, for the heat blisters the skin of any who venture too close. Those who have returned from a tower are completely changed, their bodies mutated and scarcely recognizable.

The bedouin legends spoke truth, the Ravager of Shurax has returned to the world!

HEXPLORE IT®

www.hexploreit.com

mariucci J designs

© 2020 Mariucci J. Designs, LLC • HEXplore It is a trademark of Mariucci J. Designs, LLC • All rights reserved.

Table of Contents

Welcome 4
- Win/Lose Scenarios 4
- Dry Erase Markers 4
- Dice 4

Setup 5
- Setup Overview 6
- Choose your Hero 7
- Select your Role 8
- Select your Race 9
- Role Mat Explained 10
- Gear Upgrade Rings 13
- Game Board Setup 14
- Game Board Explained 16
- Miniatures 19
- Game Placards 20
- Place the Heroes 21
- Location Tokens 22

Game Play 23
- Game Turn Overview 24
- Move Your Heroes 25
- Roll Your Skills 26
- Roll a Circumstance 30
- Settle an Event 32
- The Villain Phase 42

Combat 47
- Combat Round Overview 48
- Declare Hero Actions 49
- The Battle Mat 52
- Opponent Types 54
- Favored Opponents 55
- Opponent Mutations 56
- Opponent Actions 57
- Encounters 58
- Swarms & Hordes 60
- Bosses 62
- Resolution 65
- Combat Example 66
- Hero Death 68
- Rewards 69
- The Power Up Deck 70
- Keywords 71
- Conditions 73

Caravans 75
- Caravan Masters 76
- Caravan Events 78

Missions 81
- Mission Types 82
- Mission Locations 82
- Challenges 84
- Mission Rewards 84

Game Options 85
- Valor Score 86
- Living Card Campaign 88

Cleaning your Dry Erase Mats ... 90

Index 91

Welcome

Welcome to the Sands of Shurax, the third title in the HEXplore It gaming universe. We're proud to bring you to Shurax, an immense and inhospitable desert where you'll create powerful heroes capable of stopping the Ravager, a Titanic beast who has returned to the surface of the world.

Win/Lose Criteria

- Win the game by completing one of four win conditions (see page 37).
- Lose the game if all heroes in play die before one of the four win scenarios is achieved.

Dry Erase Markers

Several dry erase markers are included in the game. Please note that only the following game components are laminated and can easily be erased: the Role, Boss, Battle Mat, and Game Play placards.

Dice

Hex Die (six-sided): Shared between all players, the hex die is numbered 1 through 5, and the hex is considered to be a result of 6.

Skill Dice (ten-sided): Each hero receives three Skill dice. They are each numbered 2 through 10, and the hex is considered to be a result of 1. Generally, you'll want to roll low on these (unless you're rolling for damage).

Pyramid & Sand Dice (four-sided): These three four-sided dice are numbered 1 through 3, and the hex is considered to be a result of 4. The two Sand dice are orange in color and the Pyramid is brown. These dice are shared between all players.

Setup

Setup: Overview

1 Choose your hero, then fill in your Role mat

- Each player selects a Role and a Race.
- Fill in your Role mat, with scores modified by the Race you selected.
- Each hero begins with 10 Gold.
- Each hero begins with Food equal to 3 times your hero's Food Rating.

2 Set up the Game Board

- Place the two bars and four quadrants (A-D) in any orientation you choose.
- Shuffle and place the HOTtiles aside.
- Place the miniatures and Remnant tiles aside.
- Shuffle and place each deck.
- Draw 4 Circumstance cards and lay them face up across the Circumstance bar.
- Draw 1 Mission card from each Mission deck and lay them face up on top of that deck.

3 Place the heroes

- Choose one of the two HOTtile connectors as your starting location. Place the heroes on this starting hex on the applicable bar.
- Draw and place a random HOTtile and place it adjacent to the heroes' location on the board.
- Determine the group's initial Reputation and Gear.

1 Choose your Hero

Each player selects their hero by combining two character options: their Role and their Race. A player's Role is their profession while their Race defines their heritage and species. This combination drives their strengths and weaknesses, defines their special Abilities, and determines their play style.

Each role is color coded to represent one of five categories:

Burgundy:	Striker (Damage)
Green:	Assist (Buffer)
Blue:	Healer
Purple:	Sapper (Debuffer)
Brown:	Utility (Specialty)

Select your Role

You'll use your dry erase marker to record all of your hero's stats on your Role card. Select a Role randomly, or deliberately choose one. Once you've chosen one, grab a marker and fill in your hero's name and Favored Opponent. Then, add your Racial Modifiers to your Base Scores (the small brown hexes adjacent to each stat on your Role Card). The example shown below is the Templar (Role) + Phororan (Race).

Select your Race

Races offer unique bonuses which compliment your Role. Select a Race randomly, or deliberately choose one. Players may share the same Race if they'd like. If you do, you'll need to share the Race card.

Favored Opponent – You excel against this foe. When facing it, you deal extra Health or Energy damage to your opponent (see page 55 for detail). Record this on your Role card.

Racial Modifiers – These are the Vitals, Abilities, and Skills that are modified by your Race. When you're ready to create your hero, add your Racial Modifiers to your Role Base Scores (see page 8).

Racial Ability – Each Race has a unique special Ability which consumes either Health or Energy to use. These Abilities may be used at any time (as specified), usually once per Game Turn (see page 24).

Food Rating – Record this number on your Role card. This is how much Food you'll consume if you fail your Survival roll each Game Turn. Additionally, if your hero's Food Rating is 1 or higher, whenever you are in the Wastes, you must eat 1 Food each Game Turn (see page 18).

Role Mat Explained

Stats – Each hero has the following stats: 2 Vitals, 4 Abilities, and 3 Skills.

Ranks – Ranks are the numbers you'll record inside each stat on your Role card. Each rank evolves as the game progresses. Role ranks begin equal to the Role base score plus the Racial Modifier. If an Ability or Skill rank is reduced to 0, you cannot use the Ability or Skill until it increases.

Abilities – Each hero has four Abilities which define the action choices available to them in combat.

Attack (red): This is your basic attack. It costs no Energy and damages an opponent's Vital score equal to the rank. Most Role's Basic Attack can only damage your opponent's Health, but some can damage Energy or Outlast instead. Vital icons show which your Role can affect.

See page 49 for more information on the Vital icons that appear on your Attack Ability.

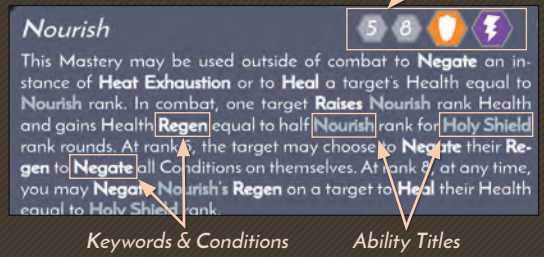
Health
Energy
Outlast
Influence

Defend (orange): This is your basic defense. It costs no Energy and reduces each incoming attack equal to the rank. You may also use an item when you Defend (see page 51). Some Roles have a Gold symbol next to their Defend Ability, this is Bribery Proficiency (see page 51).

Masteries (purple & dark blue): These Abilities are unique to each Role. They each require one or more Energy to use. Some Masteries are also usable outside of combat.

Reading Mastery Descriptions: Each Role has two unique Mastery descriptions. The Templar's Nourish Mastery is shown below.

Mastery Icons: You'll find a series of icons at the top of each Mastery. The numbers denote special


Mastery Icons
Nourish
5
8
This Mastery may be used outside of combat to Negate an instance of Heat Exhaustion or to Heal a target's Health equal to Nourish rank. In combat, one target Raises Nourish rank Health and gains Health Regen equal to half Nourish rank for Holy Shield rank rounds. At rank 5, the target may choose to Negate their Regen to Negate all Conditions on themselves. At rank 8, at any time, you may Negate Nourish's Regen on a target to Heal their Health equal to Holy Shield rank.
Keywords & Conditions
Ability Titles

unlocks (defined in the Mastery description). The Ability symbols show which Abilities affect or are affected by this Mastery.

Target types: Your Masteries affect specific targets, as written in the Mastery description (see page 50).

Ability titles: These are bolded and in light gray.

Keywords and Conditions: These are bolded in white (see pages 71-74).

Skills – Each Role has three Skills and a ten-sided die for each, matching each color. They are used during the Skill phase, Event phase, and even sometimes in combat.

Navigate (green): Your hero's skill at finding their way and getting out of tight situations.

Explore (yellow): Your hero's skill of perception and awareness in combat.

Survival (light blue): Your hero's skill at surviving in the wild and avoiding dangerous situations.

Skill Dice

Vitals – Each Role has two Vitals which have both a maximum and current rank.

Health (indigo): Health is how much damage your hero can take. If your Health drops to 0, your hero dies.

Energy (gray): You consume Energy when you use your Masteries or Racial Ability. Enemies can damage your Energy, just as they can damage your Health. You cannot use Masteries or other Special Abilities if you do not have the Energy required to activate them.

Recording Vitals: Record your maximum Vital rank inside your Vital stat. As you suffer damage, reduce the number in the "current" section. That way you won't forget what your total rank is.

Regen: You may have access to items or effects that grant a Regen value. Record the Regen value here to remind you to increase your Vital by the Regen amount.

Stat Tests – Sometimes you'll be required to roll a Stat Test. Roll a ten-sided die against the specified stat. If the result is less than or equal to the rank of that stat, the roll is successful. When rolling Stat Tests against Vitals, you roll against the current value, not the total rank. Critical Successes and Failures are possible (see page 26). Heroes may instead choose not to roll and gain a Critical Failure. Bonuses and penalties to Stat Tests may cause you to gain or lose Critical Successes and Failures.

Currency – There are three Currency types in the Sands of Shurax.

Gold: Each hero may carry up to a total of 100 times their initial Food Rating in Gold. A hero with an initial Food Rating of 0 may carry up to 100 Gold. **Each hero begins the game with 10 Gold.**

Platinum: Platinum is a group currency (rewarded to the group once, not to each hero, unless specified), recorded on the Battle Mat. 1 Platinum is worth 100 Gold. Platinum may not be traded for other Currencies unless otherwise specified. The group may only carry up to 100 Platinum.

Ravager Crystals: Ravager Crystals are a group currency (rewarded to the group once, not to each hero, unless specified), recorded on the Battle Mat. 1 Ravager Crystal is worth 1 Platinum. Ravager Crystals may not be traded for other Currencies unless otherwise specified. The group may only carry up to 100 Ravager Crystals.

Gold Icon

Platinum Icon

Ravager Crystal Icon

Food Icon

Food – Each hero may carry up to 5 times their initial Food Rating, unless their Food Rating increases. For each increase, increase the carry capacity by 5. A hero with an initial Food Rating of 0 may carry up to 5 Food. **Each hero begins the game with 3 times their Food Rating.**

Heroes with a Food Rating of 1 of higher who fail their Survival roll during the Skill Phase will need to consume Food from their reserve. It is important to stock up.

Currency and Food icons can be found on many cards in the game. When you see icons on cards like the ones shown at right, the heroes receive the reward. Gold and Food is rewarded per hero, while Platinum and Ravager Crystals are awarded only once to the group.

Items – Heroes may obtain several items while adventuring in Shurax. You can keep track of them in the backpack area of your Role mat. There is no limit to the number of items your heroes may carry.

Sharing Currency, Food, and Items – You may always share Gold, Food, and other items with your party members outside of combat. During combat while Defending, you may give a single item to another hero (see page 51).

Gear Upgrade Rings

- There is a ring of numbers around the edge of each stat on the Role cards.
- These numbers indicate the Gold cost to upgrade the rank.
- Starting at the top most edge, each increase becomes more costly, moving clockwise around the ring. For instance, in the example to the right, the first Gear Upgrade would cost 4 Gold, then the next 5 Gold, and so on.
- Abilities begin at a cost of 4 Gold, Skills at a cost of 3 Gold, and Vitals at a cost of 2 Gold.
- Heroes may only gain a total of 6 Gear Upgrades for each stat.
- Gear Upgrades are not items and may not be transferred to another hero after they are gained.
- Power Up cards (or other effects) are separate rewards that do not count against your Gear Upgrades.

Schooling & Sparring – Only certain types of Gear Upgrades may be purchased in each City-State. Consult each of the four City-State placards for the Schooling & Sparring icons.

The stat icons displayed on the placard show which stats are available to upgrade. Stats that are not shown may not be upgraded in that City-State. In the adjacent example, only the Energy, Attack, and Explore stats may be upgraded.

Reputation Bonus: If the group's Reputation (see page 36) matches the City-State where you're Schooling and Sparring, your Gear Upgrade costs are reduced by 1 Gold.

Schooling & Sparring Stat Icons

2 Set up the Game Board

- Place the Circumstance and Caravan bars with space between one another.
- Place the four map quadrants (A-D). At least two of the quadrants must be touching two different Quadrant Connectors at the sides of the Circumstance & Caravan bars (place as shown for your first play through).
- Shuffle the HEXtiles and HOTtiles (see page 16) and set aside face down.
- Choose one of the two HOTtile Connectors and place the group miniature on it. Draw one HOTtile and place adjacent to the applicable location.
- Shuffle and place the Circumstance Deck and flip 4 Circumstance cards, placing one card face up in each of the four slots on the Circumstance bar.
- Shuffle and place the Caravan Master, Caravan Events, and Mutation deck and place each on the Caravan Master bar.
- Shuffle and place the Power Up deck and each of the four City-State Mission decks and place aside. The group draws 1 Mission card from each City-State and places them face up on their respective deck.
- Give each player a green, yellow, and blue ten-sided die.

Each player should have the items shown here. The hex die, the pyramid, and both sand dice are shared by all players.

Circumstance Deck
Open Circumstances
Circumstance Bar
HOTtile
HOTtile Connectors
Mission Decks
Quadrants
Quadrant Connectors
Caravan Bar
Wander Compass
Quadrant Connectors
Quadrants
Mission Decks
Power Up Deck
Caravan Master Deck
Caravan Event Deck
Mutation Deck

The Game Board Explained

The Four Quadrants – These are the four main quadrants. When you begin the game, place each quadrant adjacent to one side of each horizontal bar. You'll have a unique play experience with each different setup.

HOTtiles* – These small tiles are called HOTtiles and create an area called the Wastes. The Wastes may never connect to the quadrants or large HEXtiles. When you move to a HOTtile border, draw a random HOTtile (or a smaller map tile) and place it adjacent to your position in any orientation you choose.

HEXtiles* – There are 3 large HEXtiles, each are double sided. When you move to a border on the quadrants, draw a random HEXtile and place it either side up, adjacent to your position in any orientation you choose.

**The group may unlock 2 map tiles at once. In this case, draw 2 random tiles and place both in any orientation you choose. Additionally, placing tiles does not end your movement, you may continue to move after you've placed one.*

Circumstance & Caravan Bars – These two bars help organize your table. You will find several terrain hexes on these bars. The Quadrant and HOTtile Connectors are normal map hexes the heroes may travel into.

Bar Extenders: Optional Bar Extenders may be used to extend the width of each bar. This will leave you with more room to expand the Wastes. When you play with the Bar Extenders, flip over each bar. You'll find Extender icons are shown on the side that uses them.

Terrain Types – Much of the terrain found in the Sands of Shurax is grouped into three categories: **Desert**, **Highlands**, and **Silt Seas**. Use the below guide to determine which type of terrain your heroes are located in.

Sandy Wastes

Stony Barrens

Salt Flats

Oasis

Savannah

Highland

Plateaus

Silt Sea

Spend one additional unit of Movement (if you have one) after the group enters a Silt Sea hex. Additionally, while on a Silt Sea hex, if any of the heroes Critically Fail any of their Skills during the Skill Phase, the group becomes stuck in Quicksand. The group must Camp here next Game Turn.

Pyramid

Ruined Village

Cave

Ancient Crystal Deposit

Great Tree

Any tree that is nearly the same size as a hex.

Lava Field

Lava fields cause damage to the heroes. The group suffers 3 **Energy Drain** and gains **Heat Exhaustion** each time they enter a Lava Field. Consuming Food in a Lava Field does not remove **Heat Exhaustion**.

Mountain Peak

Any mountain whose peak extends above the hex. These locations are uncrossable (see page 25).

Water

These locations are uncrossable (see page 25).

The Defilist Role allows players to specialize in different Terrain types. You may select one of the three types (Desert, Highland, and Silt Sea), and gain specialization in all terrains of that type.

Moving into/out of the Wastes -

The Wastes (HOTtiles) are placed in the middle of the game board and may not connect to the quadrants or other HEXtiles. This simulates a great distance between each of the other areas. In order to move into and out of the Wastes, the heroes must initiate a Caravan Journey.

Caravan Journey: Each time the heroes enter a Caravansary, they may purchase items and join a Caravan Journey (see page 76). Additionally, each City-State offers the Caravan Journey item, which may be purchased in the Bazaar.

The Dangers of the Wastes – The desert is extremely unforgiving and Heat Exhaustion can become a major problem.

Caravansary

While the group is in the Wastes, they suffer from the following modifiers:

- Reduce the heroes' Movement speed by 1 to a minimum of 1.
- Heroes who have a Food Rating of 1 or more must consume a minimum of 1 Food during the Skill phase (even if they make their Survival roll), or gain **Heat Exhaustion**.

Heat Exhaustion: Heat Exhaustion can kill a hero in the desert faster than any monster. While suffering from it, a hero suffers 1 **Energy Drain** after the Skill phase of each Game Turn. Additionally, the cost of all Masteries and Racial Abilities increases by 1. **Heat Exhaustion** cannot stack with itself. It may only be removed as if it were a level of Starvation (a hero must consume Food equal to their Food Rating in order to remove it). Heroes whose Food Rating is 0 are immune to **Heat Exhaustion**.

Miniatures

Four plastic miniatures are included in the Sands of Shurax.

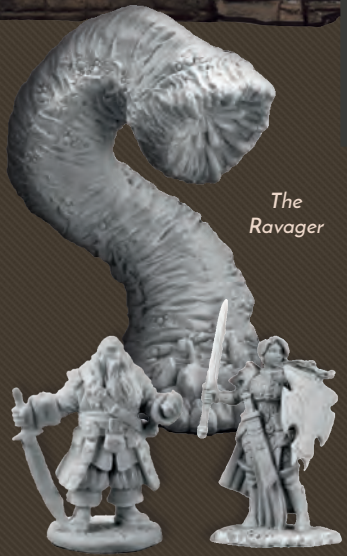
The Group Miniature: This mini represents your heroes. You'll use it to move your group across the game board.

The Merchant Miniature: This mini represents the hero playing the Merchant Role. The Merchant may move independently of the group (see page 6 of the Play Styles booklet).

The Ravager of Shurax: This mini represents the Ravager. When the Ravager appears, it is placed centered on the applicable Ravager Node (see page 42 for more information on how the Ravager appears on the game board).

The Ravager's Base: This miniature was custom designed to fit as a base under the Ravager model. It is an optional piece to your game, and can be glued or screwed into the base of the Ravager before play.

This base is not a Reaper Mini.



The Ravager

The Merchant

Group Miniature

The above minis are © Reaper Miniatures and used with their permission. For more awesome minis check out their website: https://www.reapermini.com/

Game Placards

There are 5 Game Play placards that define several mechanics and game locations. Set these aside and consult them when you need them.

Game Turn Reference – These cards contains all the information you'll need to move through the Game Turn sequence. On the back side of these cards are the Ravager's Boss details.

City-States – There are four City-States outlined in orange, one located on each quadrant. Each has its own Game placard. Consult these placards when the group enters one. See page 33 for more information on City-States.

Bazaar / Arena / Scarabs – The Bazaar contains items that can be purchased in Caravansaries and City-States, and contains the Guards event. An encounter with the Guards may be triggered in many situations throughout the game. Consult this placard whenever the heroes face them, or when they purchase items. Two identical Bazaar placards are provided for your convenience.

The Arena and Scarabs placards present two actions available to the heroes while they stay in City-States (and sometimes outside them). The heroes may participate in the Arena (see page 38), or take their chances gambling in a game of Scarabs (see page 40). Consult these placards whenever the heroes participate in one of these activities.

Opponent Mutations – The Opponent Mutation placard is used when you face an opponent who has or gains a Mutation. This placard is on the back of Zym the Phoenix (Boss 9). See page 56 for more information on Opponent Mutations.

3 Place the Heroes

- While setting up the board, the group will choose either the Circumstance or Caravan Bar as their initial starting location. Place the group miniature on the hero starting location hex of the applicable bar.
- Before the game begins, place a HOTtile adjacent to it in any orientation you wish.
- Each hero begins the game with 10 Gold and 3x their initial Food Rating.
- Spend Gold on Gear Upgrades and determine a City-State to become aligned with.

Initial Reputation & Gear – Before the game begins, each player may spend their initial Gold (10 Gold per hero) on Gear Upgrades of any type. Additionally, the group may choose one of the four City-States to become aligned with (or roll a four-sided die randomly). Move the group's Reputation by 1 (see page 35) toward that City-State's Reputation region.

Location Tokens

Hex Token / Power Up: The hex tokens show you which Bosses, Missions, or other Event locations you've cleared. A location with a hex token becomes a normal location (the terrain remains the same). The Power Up tokens may be placed on a Crystal Tower in the Wastes and represent Power Ups awaiting you.

Discovery Tokens

Ancient Bridge: This token is the Ancient Bridge of Bastupen, a unique Circumstance card. The heroes can locate Platinum here.

The Cliff City: This token is the Cliff City of Karah'ta, a unique Circumstance card. The heroes can **Heal** here.

Well of Sorrow: The Well of Sorrow is the resting place of an ancient spirit. Strange events may occur here.

Cave of Eajayib: This ancient cave holds wonders and is a unique Circumstance card. Enter at your own risk, only the worthy shall pass!

Uromm's Tomb: Uromm's Tomb is the resting place of a lost king. Gain a new Favored Opponent type here.

Thumbelyork's Boom Service: Use Thumbelyork's cannons to get to where you're going (he's fully insured). Thumbelyork is a unique Circumstance card.

Gambling Den: Gambling Dens can be purchased in the City-State of Nemsynet. These locations earn the group Platinum each turn. Skip the Circumstance phase while in a Gambling Den.

Merchant Shop Tokens: These tokens are used only by the Merchant Role to create his Shops. Skip the Circumstance phase while in a Shop. If the Merchant is not in play, set these tokens aside.

Game Play

Game Turn Overview

Move your Heroes (together as one group)

- Your group begins play moving at a rate of 4 hexes per turn.
- Choose how you'll move this turn: Normal, Cautious, Reckless, or Camp.
- Consult the Game Play placard for detail on each type of Movement.

Roll Your Skills (each hero rolls their own Skills)

- How you move this turn affects which Skills you'll roll as well as any bonuses or penalties you'll gain.

Roll a Circumstance (one player rolls)

- The Circumstance is a random situation your group will face.
- Some locations cause the group to skip this phase. See page 30 for more info.

Settle an Event

- If you are on an Oasis, Caravansary, City-State, Boss, or Mission location, you'll consult its corresponding placard or card and complete the Event.

Villain: The Ravager

- Play through the Villain phase based on the current Act (see page 42).

Next Game Turn

1 Move your Heroes

- Your heroes travel the board together in one group (see the info box below).
- You begin play moving up to 4 hexes per turn (you may move less if you choose).
- In the Wastes (HOTtiles), your Movement is reduced by 1, to a minimum of 1 (see page 18).
- There are four types of Movement, defined on the Game Play placard.
- If you move to the edge of the board, add a new map tile. Placing a map tile does not end your Movement.

Uncrossable Terrain – There are some tiles that you may not move into. Mountain Peaks and Water hexes are uncrossable by the heroes. You may move out of these places normally.

Moving Cautiously – There are no Rivers or Roads in the Sands of Shurax, so Moving Cautiously is difficult. If you move only 1 hex during the turn, you are Moving Cautiously. Moving in this fashion ensures you are in no danger of Wandering (see page 27).

While Moving Cautiously, you may also choose to discard the Circumstance card played (when possible) during the Circumstance phase of the Game Turn (see page 30). This is the reward for Moving Cautiously!

Camping Skill Bonus – When Camping in a location other than a City-State, heroes gain a -1 bonus to Skill Stat Test rolls made during the Game Turn. This bonus stacks with itself and similiar effects, but is lost if you join a Caravan, or you are moved to another location by any other effect.

The Merchant Role gains the ability to move independently of the group. You may choose to allow other heroes to also do this. Check out page 6, the Splitting Groups section of the Play Styles booklet.

2 Roll your Skills

- If you end Movement in a City-State, skip the Skill phase.
- During the Skill phase, each hero rolls their Skill dice at the same time.
- Skill rolls made during this phase are considered Stat Tests (see page 11). If each roll result is less than or equal to that hero's matching Skill rank, the roll is successful.

Critical Success & Failure – When rolling Stat Tests, a roll of a hex is a result of 1 and is a Critical Success. A Critical Success always succeeds. Starting at rank 12, and every rank thereafter, the Critical Success range increases by 1 (hex or 2 at rank 12, hex through 3 for rank 13, hex through 4 for rank 14, etc). A roll of 10 always fails and is a Critical Failure.

Crit Success during the Skill phase – Each hero who achieves a Critical Success during the Skill phase also gains an additional bonus, along with the normal reward.

Navigate: **Choose one:** Save the group from Wandering, or Wander 1 additional hex in the direction of your choice. This may only occur once per Game Turn.

Explore: **Choose one:** Gain 3 Gold instead of 2, or all heroes **Heal** 1 Health.

Survival: **Choose one:** Gain 1 Food, **Negate** an Affliction affecting the group, or all heroes **Heal** 1 Energy.

2 of 3 are Critical Success: In addition to the normal bonuses, you may play a Circumstance of your choice instead of rolling for one (even if there is no Circumstance this turn).

3 of 3 are Critical Success: In addition to the normal bonuses, draw 1 Power Up card and give its bonus to each hero. This replaces the 2 of 3 Critical Success bonus.

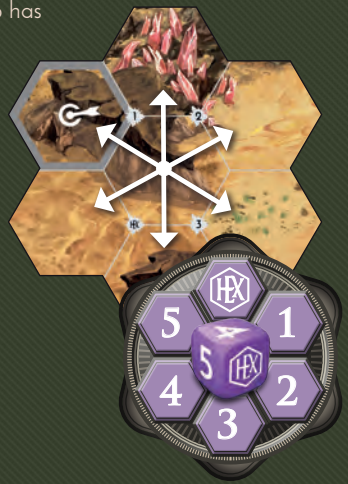
Navigate Skill

- Half of the heroes (rounded up) must succeed this roll to avoid Wandering, unless the group has Moved Cautiously (see page 25).

Wandering – If the group Wanders, roll the six-sided die. The group has missed their target, and now moves 1 additional hex in the direction indicated in the Wander Compass. For instance, if a 3 is rolled, the group Wanders into the hex south of their current position.

If the group Wanders into an Event location (Oasis, Caravansary, City-State, Boss, or Mission), the Event is played normally. If the group's Wander result would place them off the map, or in uncrossable terrain (Open Water or a Mountain Peak), they instead remain where they are on the game board.

Roaming – Some effects will force or allow the group (or other game pieces) to Roam. Roaming replaces the heroes' Movement for the turn and is considered to be Normal Movement unless otherwise stated. When this happens, roll the six-sided die twice. The first result becomes the direction of Movement (shown on the Wander Compass), and the second becomes the number of hexes moved.



Wander Compass

Explore Skill

- If your Explore roll succeeds, your hero gains 2 Gold worth of treasure.
- If your Explore roll fails, you've found nothing but dirt.

Survival Skill

- If your Survival roll succeeds, you forage well enough in the wilderness and do not need to consume Food this turn (you still must consume 1 Food in the Wastes).
- If your Survival roll fails, you must consume Food from your inventory equal to your Food Rating (you do not consume more than your Food Rating in the Wastes).
- If your Food Rating is 0, you may choose not to roll the Survival die during the Skill phase.

Starving – If a hero fails their Survival roll during the Skill phase and doesn't have enough Food for the turn, they begin to Starve.

After the Skill phase during the first Game Turn in which you have less Food than you need to eat, mark the first of three levels on the Starving meter indicated by the Energy symbol. After the Skill phase of each subsequent Game Turn with inadequate Food, cross off the next symbol (moving left) on the Starving meter. You may only gain one level of Starving per Game Turn, unless otherwise stated.

Starving Level 1: Your hero cannot use Energy. Place a mark over your current Energy as a reminder that you cannot use Energy.

Starving Level 2: Your hero cannot use Energy nor roll Survival (all Survival rolls Critically Fail). Place a mark over the Survival die graphic as a reminder that you cannot roll Survival.

Starving Level 3: Your hero dies, (see page 68).

Starving Meter

Starving heroes must consume any Food they receive. To end a level of Starving, purchase or gain Food equal to your Food Rating and immediately consume it. In doing so you will lose one level of Starving. If you are still Starving, next turn consume your Food Rating in Food again to shrug off the effect entirely.

Starving is not a Condition, and thus cannot be removed by items or effects that remove Conditions.

You can always share Food, Currency, and items freely to members of your group while outside of combat.

3 Roll a Circumstance

- A Circumstance is rolled (the six-sided die) after the Skill phase unless you end Movement on one of the locations shown at right. Note that you will play Circumstances on a Remnant that does not contain a Crystal Tower.
- There are 4 open Circumstance slots on the Circumstance bar.
- A roll of a 5 or hex requires a blind draw from the Circumstance deck.
- Discard any Circumstances played. Refill any open slots at the end of each game phase.

Skip the Circumstance

- Oasis
- Caravansary
- City-State
- Boss
- Gambling Den
- Merchant Shop
- Remnant (with Crystal Tower)

Cautious Discarding – If the group Moved Cautiously this turn (see page 25), you've traveled carefully and may choose to discard the Circumstance instead of playing it. Refill the open slot afterwards.

Unavoidable cards – Cards with the "Unavoidable" ribbon may not be avoided, even if you Moved Cautiously. If you are not currently playing the Unavoidable card, you may use an item or effect to discard them like normal Circumstance cards.

5
HEX
1
2
EVENT
CRYSTAL DEPOSIT
You've found a Remnant. The Ravager must have arrived here some time ago. You just might be able to unearth some of it.
Place a Remnant with a Crystal Tower
AMBER SCORPION
NATURE

CIRCUMSTANCE TYPES – There are several different types of Circumstances to face. Some heroes may gain the opportunity to pull Circumstance cards into their 'hand'. These cards are considered to be copies drawn from the deck. If other game effects cause you to face one of these cards in combat even though a hero possesses it, you still play the card.

Afflictions: Afflictions are negative Circumstances that affect the group. You may be affected by more than one Affliction at a time. Affliction cards remain active for a number of turns specified on the card. They can be removed in one of a few ways; if a hero rolls a Critical Success on their Survival Skill during the Skill phase, or if the group visits an Oasis. Some Afflictions will tell you to draw an additional Circumstance.

Encounters: Encounters are combat scenarios (see page 58).

Events, Discoveries, & Treasure Cards: There are several varied Events, Discoveries to uncover, and Treasure cards to gain in the Circumstance deck. If the group gains a Discovery on a location where another Discovery location token is placed, move the new Discovery token 1 hex away from the group in a direction of your choice.

Nature: Nature cards are environmental situations that affect the group. Only one may be in play at any time. Unless otherwise stated, newly drawn Nature cards supersede other ongoing Nature effects.

4 Settle an Event

- If you end Movement on an Oasis, Caravansary, City-State, Crystal Tower (there is no Event on a Remnant without a Crystal Tower), Boss, or Mission location, resolve the Event.
- If you do not end Movement on any of the locations listed above, there is no Event this turn.
- Unless otherwise specified, there is no limit to the number of events you may play in a Game Turn.

Bosses – There are several Boss locations on the map. It is possible to face the same Boss more than once in different locations of the map. A Boss event occurs when the group ends Movement on a Boss location, triggering combat with that numbered Boss. The heroes may move through a Boss location on the map without initiating combat with them. Defeating Bosses offers great rewards!

Caravansary – The heroes may travel to Caravansaries to join a Caravan heading into or out of the Wastes. You may also purchase items available in the Bazaar worth 3 Gold or less here. See page 76 for more information on Caravans and Caravan Masters.

City-States – The City-States offer many options to the players. See page 33 for more information.

Crystal Tower – The heroes may harvest Ravager Crystals from Crystal Towers. See page 45 for more information on Remnants and Crystal Towers.

Missions – There are many Mission locations on the map (outlined in gray). Mission locations are categorized in one of three terrain groups: **Desert**, **Silt Sea**, or **Highland**. See page 82 for more information on Missions.

Oasis – Oases are rare places of natural bounty. Skip the Circumstance phase while in an Oasis. During the Event phase, each hero **Heals** all lost Energy and all Conditions and Afflictions are **Negated**. Additionally, the group may choose to refill their Food reserves. If you do, each hero gains up to 20 units of Food. The heroes may do this up to 4 times per game (in any Oasis). Mark when one of your Food Refills has been used on the Battle Mat (see page 52).

City-States

- There are four City-States found in the Sands of Shurax. Collectively, they are referred to as the Jewels of Shurax. Each is entirely unique and represents a cultural center with its own Reputation axis.
- When the heroes arrive in a City-State, find the matching City-State placard and refer back to it as needed.
- Heroes may purchase items in City-States. All items on the Bazaar placard are available in each City-State, as well as the City-State's specialty items.
- Each hero may make 1 City-State Special Action during the Event phase each Game Turn spent in a City-State. See page 37 for more information.

Camping – Camping in a City-State does not grant Skill bonuses, but it does **Heal** the heroes normally.

Skill Phase – Skip the Skill phase when staying in a City-State (you do not have to eat). The heroes manage to find a litlte food while here, but don't have much time to search for Gold.

Healing in City-States – The group may choose to spend their Gold to stay in one of the many inns available in the City-States.

SCHOOLING/SPARRING – These are the Gear Upgrades available for purchase in this City-State. See page 13 for more information on Schooling and Sparring.

SPECIAL ACTION – Each City-State offers a special event or action that is available to the group. Check out each City-State placard for more detail.

DANGER EVENT – The City-States are far from being safe havens. Each has its own dangerous event. Read the Danger scenario to see if it triggers during your stay.

EMPLOY – Heroes can gain Employment in a City-State to earn Gold or even Platinum. Gain the Currency indicated (or roll the die shown) in the upper right corner of the Employ graphic, then roll to see if your Reputation is affected.

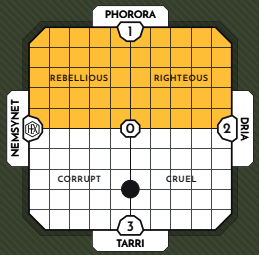
Certain Role types are paid more in each City-State. Check the City-State placard to see if your Role type earns more Gold in this location. For example, Assist and Utility Roles earn 4 more Gold in Dria. If you're playing with a HEXclusive Role (found in the Expansion), it is possible to gain this bonus more than once.

Employ Role Type Specialty

REPUTATION – Reputation is measured in one of four regions and is recorded on the Battle Mat (see page 52). The group will modify their Reputation as they play the game. Each City-State is aligned with two of the four regions. The Reputation regions are:

Rebellious: Those who resist authority, control, or convention.
Righteous: Those who are virtuous, morally right, or justifiable.
Cruel: Those who feel no concern for the pain of others.
Corrupt: Those who act dishonestly for their own personal gain.

Reputation



Reading Reputation on Placards and Cards: When you see the Reputation icon on game content, one or more quadrants of the Reputation graphic are shaded in orange. For instance, each Caravan Master is aligned in one of the four regions, while each City-State is aligned with two of the four regions.

In the graphic above, Phorora is shown (shaded as both Rebellious and Righteous).

Neutral Reputation Axis: If the heroes are on the horizontal or vertical axis (0), they are considered to be neutral, neither aligned with nor against entities associated with their position.

For instance, the position 0 (left to right) and -3 (top to bottom) is shown marked in the Reputation graphic above. The heroes would be in Tarri's Reputation region, and would neither be aligned with nor against the City-States of Nemsynet and Dria.

Reputation Icons

Modifying Reputation: The group's Reputation is modified in several ways.Here are the most common:

Missions: After the heroes complete a Mission (before the other rewards are gained), the group moves 1 unit closer to the horizontal, or vertical, orientation related to the City-State that Mission is tied to. For more information on Missions, see page 82.

Caravan Events: For each Caravan Event the heroes complete or ignore, the group will either move diagonally closer to, or farther from, their current Caravan Master. For more information on Caravans, Caravan Masters, and Caravan Events, see page 76.

Employ: Any hero who becomes Employed in a City-State may end up affecting the group's Reputation. Consult the Employ section of each City-State card for more information.

Reputation Bonuses: If the group's Reputation matches the City-State when they are inside it, they will receive the following bonuses (this graphic is also shown on each City-State placard):

Reputation Bonuses

Schooling & Sparring: -1 Gold cost of Gear Upgrades purchased in the City-State.

City-State Items: -1 Gold cost (to a minimum of 1) of items available on the City-State placard (not the Bazaar).

Employ: +2 Gold gained to heroes who become Employed by the City-State.

Missions: If the heroes' Reputation matches the City-State before a Mission's Gold rewards are gained, each hero gains 2 bonus Gold.

While playing a Quick Play game, the group's Reputation matches each City-State during the entire game. See page 4 of the Play Style booklet for more info.

Win Scenarios – Each City-State offers its own end-game win scenario, shown on the bottom of each City-State placard. The group may pursue any of these options at any time, but only need to complete one to win the game.

Phorora: Phorora's win condition is to subdue the Ravager. In this win scenario, the heroes focus on reducing the Ravager's Energy and Outlast values to 0. Items and Ravager Crystals can help you realize this goal, having Sappers in the group is not a requirement but helps tremendously.

Dria: Dria's win condition involves becoming rich. If the heroes can gain 100 Platinum, they win the game. You can invest in your own gambling dens and try to increase your wealth. Maybe it will be your ticket out of this blasted place!

Tarri: Tarri's win condition is a rather dark one. In this win scenario, the heroes must defeat Pilenkiknay (Boss 8), then focus on pulling the Ravager to the other 3 City-States. If you can destroy them, you'll win the game. Consult Tarri's City-State placard for more information.

Nemsynet: Nemsynet's win condition is to defeat the Ravager. Reduce the Ravager's Health Vitals to 0.

The City-State Special Actions – City-States are bustling hubs of activity. Each hero may choose to participate in one of four City-State Actions each turn spent in a City-State. Heroes who choose the same Action, participate together. Purchasing items is not a City-State Action. Heroes may purchase items before or after performing one of these Actions (but not during). The four available City-State Actions are:

City-State Action Key

Schooling / Sparring
Employ
Arena
Scarabs

Schooling & Sparring

Purchase Gear Upgrades of specific types (see page 13). Check your Reputation, you may earn a discount on Gear Upgrades.

Schooling & Sparring

Perform an occupation to earn Gold. Some Role types earn more than others. Each hero who chooses the Employ option gains the rewards shown. Check your Reputation, you may earn bonus Gold (see page 34).

Arena

Become a gladiator and participate in the games to increase Fame (see page 38).

Scarabs

Play a game of chance, betting on dice results, to increase your wealth (see page 40).

The Arena

Gladiatorial arenas are common in the Sands of Shurax. The heroes will find one in each City-State and even a few out in the desert. Most are rather civil while others are barbaric in nature. Arenas offer a way for the heroes to increase their Fame while performing for the crowd. It can be a lucrative business, for those whose constitution allows.

- The group begins the game with Unknown Fame.
- As your Fame increases, the group will earn greater rewards in the Arena.
- See the Arena placard for detailed information on how to participate.
- Heroes who have become **Imprisoned** (see page 74) may choose to participate in the Arena as their only action for the Game Turn.

Levels of Fame – There are six levels of Fame, shown in the graphic above. Fame is shared by the group, and may be increased or decreased after each Arena event. The group may record their Fame on either the Arena placard, or the Battle Mat.

> **Fame Rewards:** The group gains stacking bonuses at Celebrated Fame and higher. At Celebrated, reduce the Gold cost of items purchased in any location by 1 (to a minimum of 1). At Ascendant, the heroes reduce the Platinum cost of items purchased in any location by 1 (to a minimum of 1). These bonuses stack with similar effects. At Legendary, the heroes become immune to the **Imprisoned** Condition.

Arena Events – There are 9 event types that determine the stats your heroes will have access to during the event. A 10th (the result of a hex) grants the heroes an Energy **Raise** before the event begins.

Stat Tests & Feats: Heroes participating in the Arena will roll Stat Tests (see page 11) in order to gain Feats. The stats available to you are shown in the Event Type table on the Arena placard.

During each round spent in the Arena, each hero chooses a single stat available in the Event to test against and then rolls the die. Heroes may not test against the same stat until all stats in the Event have been tested against. Heroes may sacrifice their Vitals in order to alter their roll results. See the Arena placard for more detail.

Occurrences: Occurrences happen after each round. Roll three ten-sided dice and add the result together. Consult the table on the Arena placard to determine the Occurrence.

Rewards: If you gain the requisite number of Feats, you win the event and each hero participating in the Arena gains the reward(s) shown.

Death in the Arena – Heroes who die in the Arena do not gain any rewards. When the event ends, dead heroes are **Revived** with 1 Health and 0 Energy remaining. Additionally, Fame is lowered by 1 each time a hero dies in the Arena.

Deadly Arenas: Some Arenas are Deadly. The men and women who run these dangerous locations do not save their fallen gladiators. Heroes who die in a Deadly Arena are not **Revived**.

Tarri's Arena – Tarri's Arena is Deadly, and is extremely brutal in nature. Fame gained in Tarri applies to the group's Fame gained in other Arenas (but not vice versa). Heroes may not purchase or use items between completing Tiers in Tarri's Arena. Here, the heroes can face Encounters and even Bosses. When facing a random Encounter, draw one randomly. Consult the Tarri placard for more information.

Arenas also exist elsewhere in the world. If you have other HEXplore It Volumes, you'll find an Arena in each of the Cities of the Runecrest Valley, and in each Dwarven Fortress.

Dwarven Fortress

Scarabs

Scarabs Icon

- Shuraxians have a long tradition of enjoying games of fate. People from all over the continent play one such game called Scarabs.
- Each hero may choose to participate in a game of Scarabs during the Event phase whenever they see the Scarabs icon on a placard or card they're playing.
- It is also one of the special actions available in each City-State.
- Heroes playing will wager their Gold, betting on the results of rolling three four-sided dice.
- There will always be a "House" result when playing Scarabs. Usually this is the City-State where the game is being played. Sometimes the City-State is not defined on the placard or card. If this is the case, roll a four-sided die before Scarabs begins to determine the House randomly.
- Refer to the Scarabs placard when your heroes play this mini-game.

Betting in Scarabs – There are four areas where each hero may wager Gold. They are:

The Oasis: Heroes may only enter the Oasis on the first round of Gambling. This is an investment on the length of the game and will only pay out a set amount on the 4th, 5th, or 6th round of Gambling.

The Dunes: Heroes bet on the sum result of the dice, betting on results of 5, 6, 7, 8, 9, or 10. The maximum amount a hero may ante is 10 Gold for each result. This bet stays on the board until removed by the player. The payout for a Dunes win is 1:1 (if 5 Gold is anted on a number and that number is rolled, the hero gains 5 Gold).

The Peaks: Heroes bet that each of the three dice will display the same result. The maximum amount a hero may ante is 20 Gold. This bet is only good for the current round of Scarabs and is removed after the round is completed. The payout for a Peaks win is 10:1 (if 5 Gold is anted and all 3 dice show the same result, the hero gains 50 Gold).

The Arena: Heroes may bet on their comrades participating in the Arena. This wager is a group bet (each hero adds their wager into one ante total). Choose a number of rounds that it will take for the gladiators to win their event. This bet may be placed during the ante phase of any round of Scarabs and the results are calculated after the Arena Event concludes. The payout for an Arena win is 3:1 (if 5 Gold is anted on a number of rounds and the gladiators win on that number, the group gains 15 Gold).

Rolling the Dice

After bets are recorded, one player will roll the three four-sided dice. Check for any of the following results:

Scarabs

If the sum result of the dice roll is either 4 or 11, it's a result of Scarabs. Each participating hero immediately wins 2 Gold. A Dunes or Peaks win is not possible when Scarabs hits.

Dunes Win

If the sum result of the dice roll is between 5 and 10, check to see if any hero gains a Dunes win.

Peaks Win

If each die results in the same number, check to see if any hero gains a Peaks win.

Pyramid = House

If the Pyramid results in the House location, double any winnings this round for all heroes.

Sand Die = House

Each time a Sand die results in the House location, a Strike is gained. When three strikes occur, the Sandstorm overtakes the board and Scarabs ends.

Removing Anted Gold – Each hero may remove any anted Gold at the end of any round, provided a Sandstorm has not ended the game.

Scarabs in Nemsynet – The stakes are higher in Nemsynet. Consult the Nemsynet City-State placard for detail on how Scarabs is unique there.

Scarabs is also played elsewhere in the world. If you have Volume I, the Valley of the Dead King, you may play Scarabs in the City of Dragon's Port and Bezzelquark's Black Market.

5 Villain: The Ravager

- There are 3 Acts in the Sands of Shurax. The Ravager appears and submerges below ground in different ways during each Act.

Act I

Trigger: During the first Villain phase, the group rolls the Pyramid. If you roll a hex, Act I begins. Each subsequent turn, drop the value needed to trigger Act I by 1. For example, on the 2nd turn Act I begins on a roll of 3 or hex. On the 3rd, it will begin on a roll of 2, 3, or hex.

Appears: The 1st time the Ravager appears, it appears on the initial HOTtile that was placed (or a random adjacent one if a Remnant already exists there). Thereafter, it appears on a random adjacent HOTtile as indicated below. The Ravager only appears in the Wastes during Act I.

Game Turn Cycle (1, 2, 3): The Ravager appears on the 1st Game Turn, pauses in place on the 2nd, and disappears back underground on the 3rd Game Turn. Repeat this cycle until Act II triggers.

Act II

Trigger: Act II begins when the number of Remnants on the board equals at least half the number of HOTtiles revealed.

Appears: Locate the heroes' position on the board, the Ravager appears on the same map tile (if a Node is available), or on a random adjacent map tile (if a Node is not available). If there are no adjacent map tiles in play, the Ravager appears in a random Quadrant instead.

Game Turn Cycle (1, 2): The Ravager appears on the 1st Game Turn and disappears back underground on the 2nd. Repeat this cycle until Act III triggers.

Act III

Trigger: Act III begins when there are 12 (or more) Remnants on the board, or if you cannot place a Remnant on the board.

Appears: Same as Act II.

Game Turn Cycle (1): The Ravager appears each Game Turn.

Special: There is no escaping the increasing temperatures during Act III. Each Game Turn at the beginning of the Villain phase, each hero suffers **Corrosive Energy Drain** equal to half the number of Remnants in play.

Ravager Nodes –

Each map piece contains Ravager Nodes. HOTtile Nodes are numbered 1 through 3, with a fourth showing the hex icon. Quadrant and large HEXtile Nodes are numbered 1 through 5, with a sixth showing the hex icon. You'll roll either a four-sided die or the six-sided die when the Ravager appears on one of these map tiles.

Placing the Ravager –

In the Wastes: To determine a HOTtile randomly, roll the Wander die, then check to see if an available HOTtile exists in the resulting direction. If it does, roll the Pyramid and place the Ravager miniature centered on that resulting Ravager Node. If it does not, roll the Wander die again until you gain an available direction. If the Wander graphic cannot resolve a placement, select the nearest HOTtile.

Anywhere else: Roll the six-sided die and place the Ravager miniature centered on the resulting Ravager Node. If there are no Nodes available, roll the Wander die, then check to see if any map tile exists in that direction. If it does, roll the applicable die (six or four-sided), and place the Ravager accordingly. If it does not, roll the Wander die again until you gain an available direction.

If the Ravager appears on the Heroes' location (or they Wander into it): During Acts I or II, the group may choose to face the Ravager in combat or escape from it. If the group chooses to escape, move the group one hex (only 1 hex) away from the Ravager in a direction of your choice. During Act III, you cannot escape the Ravager before it initiates combat.

Removing the Ravager –

When the Ravager disappears back under the earth, remove the Ravager miniature from the board, and replace it with a random Remnant token (see page 45).

A roll of a hex would place the Ravager here.

Ravager Placement Example -

Our heroes are located on the HOTtile shown below. The initial HOTtile, placed at the beginning of the game, is located just south of our heroes' position on the board.

Placement 1: The first time the Ravager appears, we roll a 2 on the Pyramid. The Ravager appears on the first HOTtile placed, on Ravager Node 2, shown outlined in blue.

Placement 2: We continue adventuring and the Ravager appears a second time. We roll the Wander die and the result is a 5. Moving from the center of the initial HOTtile, the Ravager appears northwest of its initial position. We then roll the Pyramid and the result is a 3. The Ravager appears on Ravager Node 3, shown outlined in yellow.

Placement 3: We continue adventuring and the Ravager appears a third time. We roll the Wander die and the result is a 2. From the center of the HOTtile outlined in yellow, we move in the Wander direction indicated (2). The Ravager cannot appear in the initial HOTtile again since a Remnant already exists there, so we continue in the direction and find another HOTtile. We roll the Pyramid and place it on the resulting Node. If we roll a 1, the Ravager appears as shown outlined in red.

Placing Remnants –

Each time the Ravager dives back underground, gigantic crystals are torn from its hide and become deposited into great towering structures. These massive Crystal Towers amplify light like a lens, baking the earth each day.

Each Remnant is two-sided. One side contains a Crystal Tower, and the other does not.

When a Remnant is placed on the board, place it Crystal Tower side up. All hexes it covers are destroyed. It is possible for the Ravager to destroy Event locations (Discoveries, City-States, Oases, etc).

Remnants may not stack on top of one another. The Ravager may only appear on a HOTtile once (but may appear on the quadrants or HEXtiles more than once). Reroll the placement die as indicated on page 43.

Remnants are Dangerous: These areas are radioactive. Each hero gains the **Irradiated (5)** Condition during the Event phase while in a Remnant. They may also gain a Mutation (see page 46).

Ravager Crystals –

Ravager Crystals can be used to help fulfill one of four end-game scenarios. The heroes harvest Ravager Crystals during the Event phase while on a Crystal Tower (if you have Extraction Tools, you may also harvest on an Ancient Crystal Deposits). Roll the Pyramid and gain the result in Ravager Crystals.

Remnants in the Wastes: If the group is in the Wastes, each hero also draws a Power Up card after harvesting from a Crystal Tower. Place a Power Up token on each Crystal Tower revealed in the Wastes to remind you.

Power Up Token

Ravage Crystal Icon: Some cards contain this icon (and sometimes a number). Usually this denotes the number of Ravager Crystals the group receives as a reward.

Ravager Crystal Icon

Other times, it may show the amount of Ravager Crystals the group must spend to gain an item or other effect.

Optional Rule: *Each time you face an opponent while in a Remnant, give it an Opponent Mutation (see page 56).*

Hero Mutations

Each time a hero gains the **Irradiated** Condition, the hero may choose to roll a special Stat Test against their Food Rating. If the result is less than or equal to twice their initial Food Rating value, the hero may choose not to gain a Mutation. If you choose not to roll, draw a Mutation card and apply it to your hero.

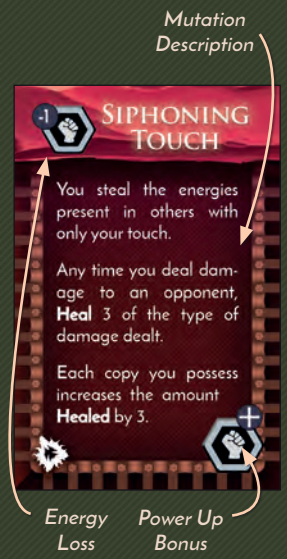
Energy Loss: Mutations tax the body. When a hero gains a Mutation, reduce their current and maximum Energy rank by this number. If you do not have the Energy ranks to lose, the hero may choose to either discard the Mutation or lose Health ranks instead.

Power Up Bonus: Each Mutation grants a Power Up Bonus. Each time your hero gains a Power Up that grants a stat increase of this type, increase the bonus by 1. Heroes may only benefit from this rank increase bonus once for each stat they possess, regardless of how many copies they may possess.

The card shown at right would grant a +1 Energy rank any time that hero gains a Power Up that grants an Energy bonus.

Mutation Copies: There are a few ways your hero may gain a copy of a Mutation they possess. Additional copies are not considered to be new Mutations, they are enhancements to the original Mutation.

- If you gain a copy, you do not suffer additional Energy loss.
- Power Up Bonuses do not stack from the same Mutation type. In this example, if the hero had 3 copies of this card, they would still only gain +1 to Energy Power Ups received.
- If you must count your Mutations, count only uniquely named Mutations your hero possesses.


Mutation Description
-1
Siphoning Touch
You steal the energies present in others with only your touch.
Any time you deal damage to an opponent, Heal 3 of the type of damage dealt.
Each copy you possess increases the amount Healed by 3.
+
Energy Loss
Power Up Bonus

Combat

Combat Round Overview

1 Declare Hero Actions

- Each player declares which of the four Abilities their hero will use during the combat round and declares their action total (damage, healing, etc).
- One player records each hero's total on the Battle Mat.
- You do not need to specify a target at this time if your Ability requires one.
- Roll any Favored Opponent damage.

2 Opponent Actions

- The Encounter or Boss action is selected randomly, using the six-sided die.
- Determine the target(s) and damage dealt.

3 Resolution

- All actions take effect simultaneously.
- Record damage dealt to both the group and their opponent(s).
- Apply Conditions, if any.

Next Combat Round

Combat can occur in any phase of the Game Turn. It is very straightforward, even though many alternatives will arise. Skim through this section, check out the combat example on page 66, then use the rule book carefully to guide you through your first few battles.

1 Declare Hero Actions

- Each player selects one of the four Abilities their hero will use during the combat round and spends any Energy necessary to activate it.
- Player actions occur in no particular order, they interact at the same time.
- You do not need to specify a target if your Ability requires one.
- One player should record all numbers on the Battle Mat (see page 52).

The Four Abilities – Each time you use your Attack Ability, choose to inflict a type of Vital (as indicated by the Vital icons shown on your Attack Ability).

If you choose to inflict Health or Energy damage, your hero will inflict the chosen type of damage equal to your Ability rank. **If you choose Outlast**, you reduce the Outlast value by 2 when using this Ability. You may choose the type of damage dealt each time you use the Ability. In the example shown here, the Psion may use their Telekinetic Barrage to deal either 5 Health or 5 Energy damage, or reduce an opponent's Outlast by 2 (not all three at once).

*Influence is not used in this Volume.

When using your basic Defend Ability, your hero reduces each attack damaging them equal to the rank. If using one of your Masteries, one or more Energy is spent to power the Ability.

Each Mastery is unique to each Role. Masteries only deal the type of damage specified in their description (you may not alter the damage type, even if your basic Attack is used by the Mastery).

Heroes do not need to specify a target until the Resolution phase.

Additionally, some Abilities offer choices on how they can be used. In these situations you do not

need to specify how you're using the Ability. For example, the Templar can simply say "I'm using Sacred Protection" and wait to choose who she affects until the end of the round. This means that during the Resolution phase she can decide how she's using the Mastery.

Target types – Heroes and opponents all have various abilities that can affect each other in unique ways. The following list defines the various types of targets which can be targeted by abilities.

Ally
An ally is any other member of a hero's group (for instance, other heroes, Escorts, or Summons). An Ability or effect which targets an ally cannot target yourself.

Hero
A hero is considered to be any living hero. An Ability or effect which targets a hero can only affect heroes.

Group
All members of the heroes' group (including the heroes and all allies).

Opponent
Any foe who means to harm the heroes or their allies.

Target
A target can be any character involved in an aspect of game play, including (but not limited to): heroes, opponents, and allies.

Calculating Effects – During this phase of combat, you will be calculating the effects of your action. Heroes who are damaging an opponent will declare the damage dealt (record it on the Battle Mat). Those who are not damaging an opponent will apply the effects of their Ability during the Resolution phase.

Rounding Numbers – Unless otherwise specified, anytime an action or result is halved or cut into a fraction, round down to a minimum of 1.

Racial Abilities during combat – Heroes may use their Racial Ability during any phase of combat, so long as they can pay its cost, without interrupting their action for the round.

Favored Opponent Damage – See page 55 for more information on Favored Opponents.

Using an Item during combat – Using the Defend action allows heroes to use a single item on themselves, an ally, or give another ally a single item. Heroes who use or give an item are still Defending (it does not replace the Defend action). Heroes do not need to specify that they're using an item until the Resolution phase of combat. Food is considered an item, and a number of units up to your hero's Food Rating can be consumed in combat, if necessary.

Fleeing from combat – During the Declaration phase of combat, heroes who wish to Flee must roll their Navigate with a -2 bonus to the roll. If successful, they leave combat after the Declaration phase (and thus cannot be targeted). If unsuccessful, they may only Defend this round. Each round they attempt to Flee, they gain an additional -2 bonus to the roll (making it easier to Flee). Each hero must Flee in order to end the combat. Once the entire group has fled, or combat ends, the group Wanders (see page 27).

Heroes who Flee may not re-enter combat and do not receive any rewards, even if the Opponent is defeated by other members of the group. If you attempt to fight an Opponent you've previously Fled from, their Vitals are reset to full.

Bribing Opponents – Some opponents may be Bribed before combat begins. These opponents have a Bribe icon next to their Health value. The number indicated in the icon is the Currency amount each hero must spend (Gold or Platinum for example) in order to avoid fighting the opponent. Successfully Bribing an opponent ends combat, though this does not defeat them; the heroes do not receive any combat rewards.

Bribing Caravan Masters: For information on Bribing Caravan Masters, see page 80.

Bribery Proficiency: Some Roles have a Gold icon displayed next to their Defend Ability. These Roles may roll a Defend Stat Test before combat begins. If the test is successful, they can reduce the total amount of Gold required to Bribe an opponent by their Defend rank. You may only reduce the total amount of Platinum required if you roll a Critical Success.

These heroes from previous HEXplore It titles also have Bribery Proficiency: Historian, Illusionist, Minstrel, Scoundrel.

The Battle mat

- Use the Battle Mat to keep track of the current Act, the heroes' Movement speed, group items, Ravager Crystals, Game Turns, Combat Rounds, Escorts, your opponent's Vitals, and more.
- You may modify the Game Difficulty here, ranging from Starter (easiest) to Epic (hardest).

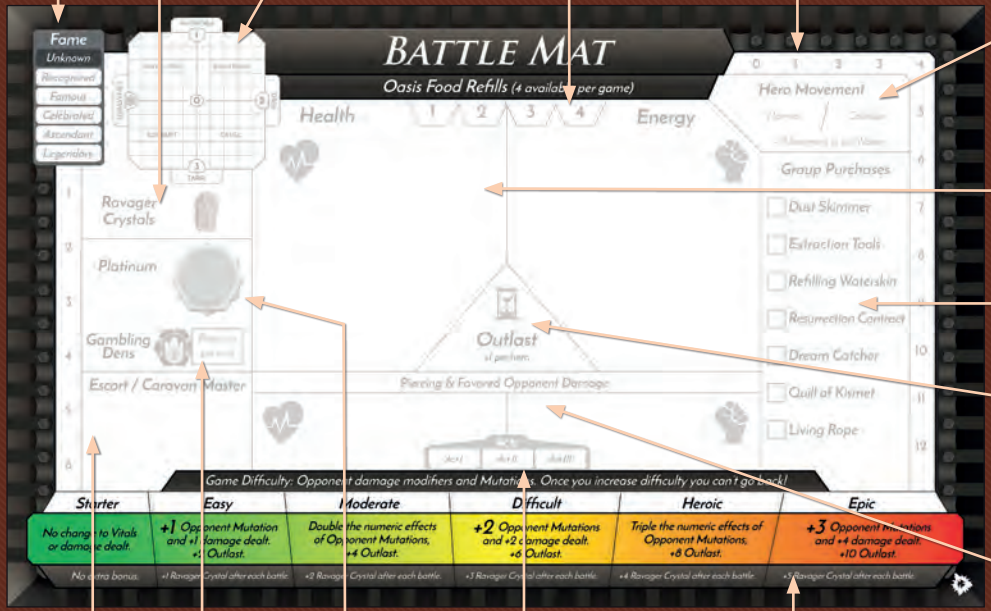
How to use it– We recommend that one player keeps track of the Battle Mat throughout the entire game. During the Declaration phase of combat, players will note how much damage they're doing to their opponent(s). The player in charge of the Battle Mat will record this damage in one of two areas: the top area is damage that can be Defended against, while the bottom is reserved for damage that cannot be **Blocked** or **Defended** (like Favored Opponent damage).

Modifying the Game Difficulty – You can choose to increase the Game Difficulty while outside of combat at any time. You cannot decrease it once increased. Difficulty levels do not stack (you are affected by the current Game Difficulty), and the Game Difficulty cannot increase beyond Epic.

With each Game Difficulty increase, your opponents may gain Mutations (which increase their Health and Energy) or a bonus to all damage dealt, as indicated on the Game Difficulty bar. Increasing the Game Difficulty allows the group to gain Ravager Crystals after each combat.

Boss Moderate Ability: Each Boss gains a special ability unlocked on Moderate Game Difficulty or greater.

Optional Rule: *Increase the Game Difficulty automatically if you must reshuffle the Power Up deck.*



Fame *(page 38)*

Ravager Crystals *(page 45)*

Group Reputation *(page 35)*

Oasis Food Refills (4 available per game)

Random Number Tracker (1-12)

Hero Movement Normal / Cautious (Hexes per turn)

Health & Energy Tracking

Group Purchases

Outlast Tracking *(page 60)*

Health & Energy damage that cannot be ***Negated***

Escorts *(page 83)*

Gambling Dens
Platinum / turn
(Nemsynet Placard)

Platinum *(page 12)*

Ravager Acts *(page 42)*

Game Difficulty Bar

Opponent Types

- Opponents are either Encounters or Bosses. Encounters are ranked in Level from 1 to 5. Bosses are much harder and ranked in Level from 1 to 10.
- All opponents are assigned one of seven unique types:

Construct
Constructs are given life through unnatural and unknown sources.

Creature
Creatures are natural animals and beasts.

Humanoid
Humanoids are sentient beings.

Monstrous Humanoid
Monstrous Humanoids are larger and more fierce than their humanoid cousins.

Magical Nature
Magical Nature opponents have been touched by magic.

Spirit
Spirits are insubstantial beings.

Undead
Undead are the cursed, they exist apart from life and death.

- Some opponents may also be assigned a subtype:

Swarms
Swarms are an enormous number of small opponents.

Hordes
Hordes are an enormous number of large opponents.

Titanic
These opponents are massive and have more than one Health stat (they are still considered one opponent). In order to defeat a Titanic opponent, the heroes must reduce all Health stats to 0. If an opponent only has 1 Health stat and gains this sub-type, it gains another Health Vital equal to its original Health. Each hero may choose during the Resolution phase which stat their action damages. If an effect requires you to check against a Titantic opponent's Health, use its highest current Health value.

Dangerous Opponents – You may find that certain opponents are labeled **Dangerous**. This means that the opponent you're facing is more difficult than normal. When fighting a **Dangerous** opponent, increase the Game Difficulty by 1 for that combat. After this battle the game returns to the current Game Difficulty, it does not stay at the increased level. While uncommon, it is possible for an opponent to increase the Game Difficulty several times in one combat.

Favored Opponents

- Each hero has, or may gain, an advantage over specific types or subtypes of opponents.
- When facing a Favored Opponent in combat, roll the six-sided die during the Declaration phase of each combat round and record the result on the Battle Mat as damage that cannot be reduced or **Negated** (in the bottom section).
- Favored Opponent damage is a unique damage source.
- After you roll, you may choose whether the damage dealt is Health or Energy. If you choose to deal Energy damage, your roll result is doubled.
- If your opponent has multiple Vitals of the same type, choose only one to affect.
- Favored Opponent damage may HEXplode (see below).
- It is possible for heroes to gain more than one type of Favored Opponent. If you face an opponent with two types (for instance a type and subtype), gain the Favored Opponent effect multiple times.
- You may not gain Favored Opponent with the same type or subtype more than once.

HEXploding Dice – You may find certain Abilities, items, or other situations specify that a die can HEXplode. This happens when you roll a hex (or another number as indicated) on the die. When this happens you may roll again and add the new result to the total. There is no limit to how many times you may reroll a HEXploding die.

For example, a hero rolls Favored Opponent damage and rolls a hex, which is a result of 6. She rolls again and gains another hex, which increases the result to 12. She rolls a third time and the result is a 2. Her final damage is 14.

Swarm & Hordes – Favored Opponent damage works a little differently for Swarms and Hordes. Heroes who face a Favored Opponent Swarm or Horde do not roll damage and instead reduce the Outlast value by 1 each round (see page 60).

Opponent Mutations

- Opponents may gain Mutations in the Sands of Shurax. There are two ways for an opponent to gain a Mutation. The **Mutate** keyword may appear in an opponent's action description, or opponents will gain Mutations as the Game Difficulty increases.
- When an opponent gains a Mutation, consult the Mutation placard and roll the six-sided die to determine the type of Mutation your opponent receives (Physical, Metaphysical, or Legendary).
- Once you've determined the type of Mutation, you'll roll the applicable die (a ten-sided or six-sided die), and apply the resulting Mutation to your opponent. You may use the Mutation placard to record your opponent's Mutations using the small white boxes.
- Opponents may not gain the same Mutation twice. Reroll duplicate results.

Opponent Mutation Placard

Opponent Mutations
- You may encounter opponents with Mutations. Roll the six-sided die to determine the Mutation type they possess. Then roll on the applicable table to gain the Mutation and augment the opponent accordingly.
- Each Mutation increases your opponent's maximum and current Vitals based on the number of heroes.
- Reroll if your opponent gains the same Mutation twice.
- Gain the Reward Bonus shown after you defeat a Mutated opponent.
- The Game Difficulty amplifies the frequency and potency of these Mutations.
- Use the check boxes to mark which Mutations your opponent has.
Mutation Type
Description
Reward Bonus
1-3 Physical Mutation
The mutation has physical properties. Roll on the Physical Mutation Table.
4-5 Metaphysical Mutation
The mutation is metaphysical in nature. Roll on the Metaphysical Mutation Table.
Legendary Mutation
This mutation is extraordinary. Roll on the Legendary Mutation Table.
Mutation
Bonus Vitals per Hero
Physical Mutation Effect
Chitinous Shell +3 The opponent gains Defend 2 each round.
2 Spines +3 Half the damage this opponent deals is converted to Piercing

Vital Increase – When an Opponent gains a Mutation, they also gain bonus Vitals. Increase the opponent's Vitals by an amount equal to the bonus shown, multiplied by the number of alive heroes.

Reward Bonus – The group will receive an additional reward based on your opponent's Mutation type(s). After facing an opponent with Mutations, gain the reward shown. You may gain this reward more than once.

2 Opponent Actions

- Opponents differ in the number of combat options available to them. Encounters have three options while Bosses have six.
- Roll the six-sided die each round of combat and consult the action key to determine what action your opponent takes.
- If the Ability rolled requires Energy, they spend the Ability's Energy cost this phase. If the opponent doesn't have enough Energy, their action defaults to another action (see page 58 and 62).
- If the group faces more than one opponent, roll the action die once for each opponent in any order.

Opponent Targeting – Opponent Abilities may target Individual or Group targets.

Individual Targets (Single, Dual, Triple, or Multi-Target)	Group Targets
Abilities that affect individual targets (single, dual, triple, or multi-target attacks). Target dice are rolled to determine the target(s). Each target may only receive one Individual attack per round per opponent, unless otherwise stated.	Abilities that affect each hero and all allies. Target dice are not rolled for group attacks.

Target Dice – You may need to determine a target for an opponent's action, or to determine who wins a single reward. For situations like these, each hero (and ally in the case of targeting in combat) rolls a ten-sided die. Compare your result with the others. The one with the highest roll becomes the target. In the case of a tie, the ones who tied roll again (without modifiers) until a target is chosen. When choosing multiple targets, the highest rolls become the targets; reroll as needed to break ties.

Encounters

- Encounters are opponents found in the Circumstance deck whose Level ranges from 1 to 5.
- After the Declaration phase, one player rolls the six-sided die and consults the Action Key to determine what action the Encounter takes.
- Encounters have three combat options:

Encounter Action Key

1. Attack (red): This is the Encounter's basic attack. It costs no Energy to use.

2. Mastery (purple): The Encounter's Mastery costs 1 or more Energy to use denoted by the gray hex in the upper left corner of the Mastery icon.

> **Default Action:** If the Encounter doesn't have enough Energy, it cannot use its Mastery and its action defaults to the Attack Ability instead. The action's targeting type remains the same, but the numeric effects (Damage, Heal, Raise, Block, Defend, etc.) are each reduced by half.

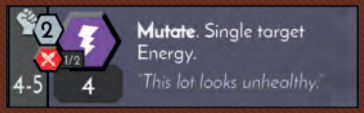
3. Special (dark gray): The Encounter's Special Ability costs no Energy to use and is generally the strongest attack it can perform.

The numbers under each Ability icon represent the damage the Encounter deals to its targets. If there isn't a number, check the Ability description.

Encounter Actions

Each ability explains its targeting type (Individual Target or Group), Damage type (Health or Energy), any keywords associated with the attack, or other miscellaneous effects.

In the example shown here, suppose the group rolls a 5 on the six-sided action die:



If the Encounter has at least 2 Energy remaining, the heroes would face the Outcast's Mastery.

The Outcasts would **Mutate** (this is a Keyword, see page 71) and one target suffers 4 Energy damage.

Swarms & Hordes

Outlast Icon

- Swarms and Hordes do not have Health or Energy, therefore the group cannot inflict Health or Energy damage to them. Instead, they have a Vital called Outlast. Outlast is the length of time it takes for the heroes to gain the upper hand.
- Outlast is equal to the number shown in the Outlast value plus 1 per hero. Additionally, Outlast increases by 2 each time the Game Difficulty increases.
- The heroes succeed against an opponent with Outlast when the Outlast value is reduced to 0.
- Like other opponents, the group rolls the six-sided action die to determine the opponent's action each round. Each combat option is tied to one stat.
- Opponents with an Outlast value have 3 stats shown under the Outlast value. During the Declaration phase, heroes may choose one of these available stats to roll a Stat Test against in order to reduce the Outlast value.
- Record Outlast reductions on the Battle Mat. Outlast is only reduced during the Resolution phase, and automatically reduces itself by 1 at the end of each round of combat.
- Swarms cannot gain Mutations unless otherwise noted.

Stat Tests & Stat Test Immunity – Each round of combat, each hero may choose to roll one stat that matches one of the 3 Stat Tests available (shown under the Outlast value). **Rolling this Stat Test becomes the hero's only action for the round.**

Success: -1 Outlast

Critical Success: -2 Outlast

If the Stat Test is successful, reduce Outlast based on the type of success (shown at left). Additionally, each hero who succeeds on a Stat Test that matches the opponent's action is immune to the action that round.

Using Other Abilities – Heroes may choose to use their Defend or Masteries instead of rolling a Stat Test. The Swarm cannot suffer Health or Energy damage, but all other effects may still apply (such as Defending damage, **Healing** or **Raising** Vitals, decreasing the damage your opponent deals, etc).

Example Swarm

In this example, 3 heroes face the Fire Ants Swarm. Its Outlast value is 8 (base of 5 plus 3 for the number of heroes). One hero has Creature for Favored Opponent and another has Swarm.

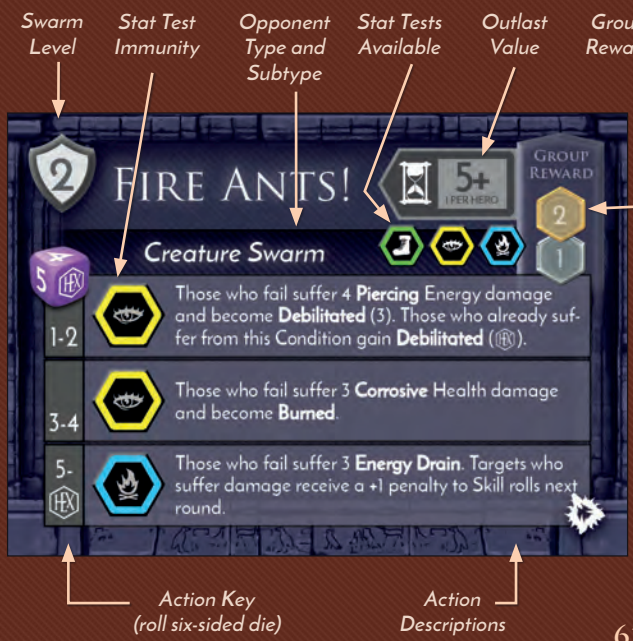
Combat begins. The Fire Ants have all Skills shown under the Outlast value. One hero decides to roll Explore, another Survival, and the third will use their Defend Ability.

The first two heroes roll their Skill dice, but only the hero who rolled Survival succeeds.

The action die is rolled next, resulting in a 5. This action has Survival as its Stat Test immunity.

The hero who made their Survival roll this round is therefore unaffected by this action. The other two heroes will be affected by it normally.

Damage is tallied to the heroes, and then Outlast is reduced by 4 (2 points for Favored Opponent, 1 point for the Survival success, and finally 1 point for the end of the round).



Bosses

Hex Token

- Bosses are difficult opponents whose Level ranges from 1 to 10. They are found in various locations on the map, outlined in red.
- If a Boss is defeated, the hex location is cleared and the Boss cannot be refought.
- If a Boss has more than one location on the board, it may be fought once in each location.
- After the Declaration phase, one player rolls the six-sided die and consults the Action Key to determine what action the Boss takes. Bosses have six combat options and one passive:

Boss Action Key

1. Attack (red): This is the Boss's basic Attack. It costs no Energy to use.

2. Defend (orange): This is the Boss's basic Defend. It costs no Energy to use.

3 & 4. Masteries (purple and blue): The Boss's Mastery costs 1 or more Energy to use denoted by the gray hex in the upper left corner of the Mastery icon. If the Boss doesn't have enough Energy, it cannot use its Mastery and its action defaults to the Attack or Defend Ability instead (as per the small icon on the action's name title). Like Encounters, a defaulted action is reduced in potency (see page 58).

5 & 6. Boss Specials (white and dark gray): The Boss's Special Abilities cost no Energy to use and are generally the strongest attacks it can perform.

Moderate+ Difficulty Ability: Each opponent has a special ability unlocked when the Game Difficulty is Moderate or greater.

Passive: Some Bosses have additional Passive effects that happen throughout combat.

Health
Group Reward
Single Reward
Energy
Boss Level
Opponent Type
Ability Names
Action Key (roll six-sided die)
Mastery Energy Cost
Default Action
Action Descriptions
Moderate Difficulty & Passive Abilities
Bribe
KRIQ'ITT
42
GROUP REWARD
28
SINGLE REWARDS
+3 Health
Survival Kit
OPPONENT TYPE
Monstrous Humanoid
ATTACK
Vertiginous Frenzy
Triple target Health. Each target suffers 5 Health damage. If any target is left with less than half their Health, they also begin to Bleed. The t'kreen is a blur of movement, targeting multiple foes. "Do you think it'll listen to reason?"
DEFEND
Chitinous Shell
Defend: 6. Kriq'itt Counterattacks (3) any hero using their Attack action this round. Its defensive form is incredibly efficient. "It's just looking at us- make your move!"
FIRST MASTERY
Hunter's Aptitude
Defend: 3. Until the end of combat, if any hero uses the same Ability two rounds in a row, Kriq'itt Counterattacks (6) that hero. The t'kreen feigns ignorance, but is learning your attacks.
SECOND MASTERY
Sand Stirring
Group Energy and Navigate. Each target suffers 5 Energy damage. Those who fail become Debilitated (2). Kriq'itt cleverly uses the environment to disorient his foes.
BOSS 1
Barbed Lance
Dual Target Health and Survival. Each target suffers 6 Piercing Energy Drain. Heroes who fail become Poisoned. The lance strikes swiftly through the air, its barbs tearing at your flesh.
BOSS 2
Singled Out
Single target Health and Explore. Kriq'itt attacks the target with the least amount of Health, dealing 4 Health damage plus Size Matters (+). Piercing Health damage. Those who fail become Wounded. "This doesn't look go..."
Role Proficiency
MODERATE+ DIFFICULTY
If Kriq'itt damages a Role type 2 or more times, he gains proficiency against that Role type. In addition to his action each turn, roll a Sand die. All Roles types he has gained proficiency with suffer the result as Piercing Health damage. This die does not HEXplode.
Striker
Support
Healer
Assist
Utility

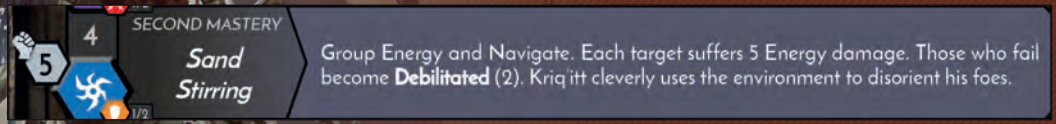
Boss Actions

Each Ability explains its targeting type (Individual Target or Group), damage type (Health or Energy), Skill rolls, any keywords associated with the attack, or other miscellaneous effects.

Example Boss Action

In the example shown here, suppose the group rolls a 4 on the six-sided action die while facing Kriq'itt.

If Kriq'itt has at least 5 Energy remaining, the heroes would face his Sand Stirring action:


4
5
SECOND MASTERY
Sand Stirring
1/2
Group Energy and Navigate. Each target suffers 5 Energy damage. Those who fail become Debilitated (2). Kriq'itt cleverly uses the environment to disorient his foes.

All group members would suffer 5 Energy damage, and the heroes would roll a Navigate Stat Test. Those who fail become **Debilitated (2)**, which means they can no longer use their Defend action against Kriq'itt.

If Kriq'itt doesn't have enough Energy to use this action, he will instead Defend at half that action's potency.

3 Resolution

- The group's and opponent's actions all take place at the same time during this phase.
- During this phase, heroes and opponents select any unselected targets (if any) for their Abilities and all remaining action results are tallied (damage is dealt, Defended against, Healed, etc).
- Resolve any/all actions in any order you choose.
- When facing multiple opponents, each of their actions will resolve separately in any order.

Resolving Damage & Conditions – Effects that reduce damage are calculated first. Then all remaining damage and Healing are calculated into one total. The final result is then applied to the target. Resolve all damage to each group member and opponent(s) as necessary. Conditions are applied after all damage is calculated. Combat resumes with the start of a new round and continues until the opponent(s) or heroes are defeated.

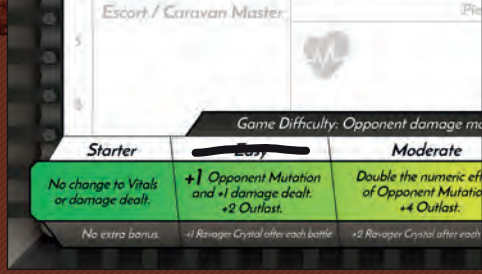
Hero / Opponent Defeat – If a group member or opponent drops to 0 Health or less, they are in danger of dying. If the combat phase ends (and moves into another phase) and they remain at 0 Health or less, the hero or opponent dies. It is possible to drop below 0 Health and in the same combat phase be brought back above 0. For instance, if a hero is reduced below 0 Health and is Healed during the Resolution phase of the same round, the hero remains alive. In these cases the hero, or opponent, has escaped death. It is possible to suffer damage and die during the Declaration phase.

Negative Vitals – When a combat phase ends, any negative Vital values are brought to 0.

Combat Example

The Gladiator and Templar have encountered the Cockatrice while playing on Easy Game Difficulty. The Templar has Favored Opponent with Magical Nature Opponents.

This opponent will gain a Mutation, so we roll on the Opponent Mutation placard (the back of the 9th Boss), and find this Cockatrice has Spines. Half the damage it deals is Piercing and it gains an additional 3 Vitals per hero.

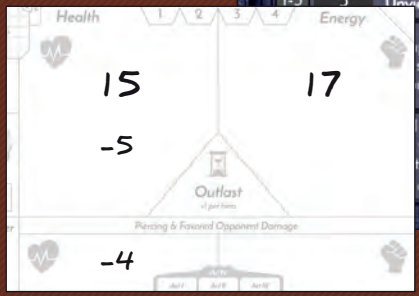

Escort / Caravan Master
Game Difficulty: Opponent damage mo
Starter
Easy
Moderate
No change to Vitals or damage dealt.
+1 Opponent Mutation and +1 damage dealt. +2 Outlast.
Double the numeric effi of Opponent Mutatio +4 Outlast.
No extra bonus.
+1 Ravager Crystal after each battle
+2 Ravager Crystal after each

Spines +3 Half the damage this opponent deals is converted to **Piercing**.

Thus, the Cockatrice's Vitals are increased by 6 (+3 per hero). It begins combat with 15 Health and 17 Energy. Its Vitals are recorded on the Battle Mat.

Declaration phase: Each player chooses their hero's actions. The Gladiator chooses to use Adrenaline and deals 5 damage. It is recorded on the top of the Health section.

The Templar declares she will use Sacred Protection, and chooses to Bless the Gladiator. He will now Raise Health each time he damages the Cockatrice. She rolls the Favored Opponent die and the result is 4. That damage cannot be reduced and is recorded in the lower section of the Battle Mat.



Each hero spends the 1 Energy cost for using their Masteries.

Opponent phase: The players roll the six-sided die, and roll a 5 for the Cockatrice's action. Each hero will lose 6 Health (5 base plus 1 for the Easy Game Difficulty rating). Because the Cockatrice also has Spines, half of this damage is Piercing (when rounded down, 6 ÷ 2 = 3). Additionally, any targets who suffer damage will also become Poisoned.

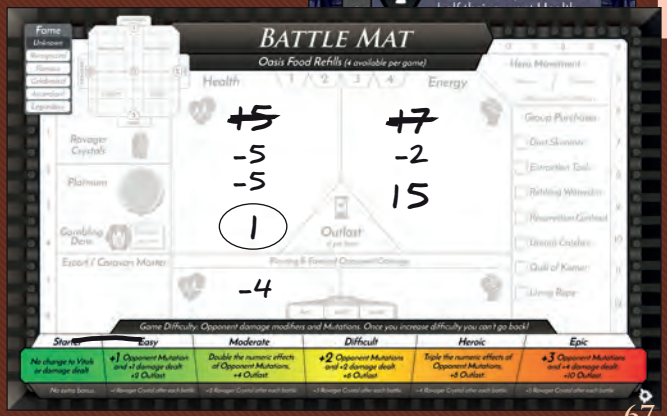
The Gladiator now gains a Counterattack (because of his Adrenaline Mastery), and he deals another 5 damage to the Cockatrice. The Templar's Mastery reduces some of the damage the Cockatrice deals, but the Piercing damage cannot be lowered. Therefore each of the heroes are now Poisoned.

The Cockatrice spends 2 Energy to use this action. This loss is recorded in the Energy section of the Battle Mat.

Resolution phase: Now the players resolve all of the numbers. The heroes each suffer 3 Piercing Health damage, recording it on their Role placard. The Gladiator Raises Health twice because of the Templar's Mastery.

The Cockatrice suffers 14 total Health damage, which reduces its Health to only 1 remaining. It is also left with 15 Energy.

The Cockatrice still has Health remaining, so a new round will begin.



Hero Death

- If a hero dies, they are temporarily out of the game. The other heroes may attempt to **Revive** them in several ways.
- The other heroes gain access to the fallen hero's backpack, Currency, and Food, at any time outside of combat, or during combat while performing a Defend action.
- Any Currency, Food, or items a fallen hero would receive as a reward is divided between the other heroes outside of combat.
- Power Up rewards are still taken by the deceased hero, but they are kept face down until the hero is **Revived**.
- All Conditions are **Negated** upon death.
- Upon death, heroes may choose to keep or discard any Mutations they possess. Regain lost Energy ranks for each Mutation you choose to discard.

Reviving your heroes – There are a few ways of bringing a fallen hero back from death:

Caravan Master: Boutrous the Wise will **Revive** a dead hero once per Caravan Journey at no cost.
Racial Ability: The Sylphid can **Revive** a hero by sacrificing Energy.
Resurrection Contract: Purchasable in the Bazaar, this group item may **Revive** dead heroes.
Role Ability: The Templar can **Revive** a hero with their Second Mastery.

Creating new heroes – Players may alternatively opt to create a new hero if one has died or been removed from the game. The new hero gains 1 Power Up card per Remnant placed on the board, and joins the group after the Skill phase the next time they arrive in any Oasis, Caravansary, City-State, or Mission location.

Rewards

- If the heroes defeat their opponent(s), they'll gain the reward shown on the card or placard.

Group Reward

Each hero receives these rewards. Platinum and Ravager Crystals are always awarded once, to the group (and not per hero).

Single Rewards

Each hero rolls target dice (see page 57) to determine who receives a Single Reward. In single hero games, the hero gains all rewards listed. Allies (non-heroes) do not roll for single rewards.

In the example below, the group would gain 6 Platinum, then each hero in the group gains 16 Gold, 0 Food, and 3 cards drawn from the Power Up deck. In addition, each player would roll target dice. The player with the highest roll would gain +1 to each Skill, and the second highest would gain the Elixir of Souls and King's Elixir.

Optional Rule: *Some players enjoy giving the Single Rewards to specific heroes in the group. At the beginning of the game, you may choose whether to reward these by chance, or by choice.*

The Power Up Deck

The Power Up deck contains many different types of Power Up cards. Heroes gain access to the Power Up deck by completing Missions, battling Bosses, defeating certain Encounters, and even in other scenarios. When the group gains access to this deck, each hero draws their own Power Up card (unless otherwise noted).

Purity – Some Power Ups have the Purity ribbon in the upper left corner. When you gain one of these cards, if your hero does not have any Mutations, increase the numeric value of the card's bonuses by 1.

Stashing Power Ups – Some Power Ups have the Stash ribbon in the upper left corner. When you gain one of these cards, you may choose one of the following actions:

1. Gain the card Immediately: Roll the Sand die. If you roll a hex, increase the numeric value of the Power Up by 1 and gain it immediately. If you roll anything else, gain the Power Up normally.

2. Stash the Card: Hold on to it and gain its bonus later in the game. Each time you gain another Power Up with the Sand die symbol, you may play all cards in your Stash along with the new card. Roll the Sand die a number of times equal to the total number of cards played. If any result is a hex, increase the numeric value of all Power Ups played by 1.

For instance, the Templar gains a +2 Attack Power Up with the Sand die symbol. Instead of gaining the bonus right away, he decides to Stash the card. Later he gains a +3 Defend Power Up with the Sand die symbol. He chooses to play both cards, and rolls the Sand die twice. One results in a hex, so he gains +3 Attack and +4 Defend.

Optional Rule: *Some players enjoy giving drawn Power Up cards to specific heroes in the group. At the beginning of the game, you may choose whether to allow trading Power Up cards between the group. Generally we don't advise this when playing a normal game.*

Keywords

Keywords appear bolded in white on various game components.

Keyword	Description
Block: X	Reduces total damage taken during the Resolution phase by the **Block** amount, beginning with Energy damage.
Boost	Temporarily increases a numeric effect as specified. If a **Boost** effect does not have a duration, its effects remain active until the end of a combat round (or phase if gained outside of combat).
Corrosive: X	This damage cannot be **Healed** the round during which it is suffered. If suffered outside of combat, **Corrosive** damage cannot be **Healed** for the remainder of the current Game Turn. Corrosive damage prevents Vitals from being **Raised** above their maximum.
Counterattack: X	**Counterattack** occurs when a target suffers damage (unless otherwise stated). Heroes who **Counterattack** immediately gain a bonus Attack action against their opponent. This keyword may include a number in parenthesis. This is the number of Health damage that an opponent will deal to a target when they **Counterattack**. A **Counterattack** cannot be **Counterattacked**.
Defend: X	Reduces each incoming damaging effect by the **Defend** amount during the Resolution phase.
Energetic	If an opponent has at least half their Energy remaining, that action gains an additional effect. If an opponent has multiple Energy values, check against the highest current Energy.
Energy Drain	This is a type of Energy damage. If the damage exceeds the target's current Energy, the remainder is converted to Health damage.
Heal: X	Increases current Health and/or Energy (as specified) up to the target's maximum by the **Heal** amount during the Resolution phase of combat, or anytime outside of combat.
Negate	Stops and removes an effect or attack, and all of its side effects.
Nonlethal	**Nonlethal** damage cannot drop a Vital to 0, instead dropping it to a minimum of 1.
Mutate	The opponent immediately **Mutates**. Roll for a Mutation on the Opponent Mutation placard and apply it to your opponent. Allies cannot receive Mutations through this keyword.

Keyword	Description
Piercing: X	Deals damage which cannot be **Defended** or **Blocked** by the **Piercing** amount.
Raise: X	As **Heal**, except the total **Healing** may exceed the target's maximum Vitals, temporarily increasing the current amount by the **Raise** amount. Unless otherwise stated, **Raised** Vitals remain through the duration of the Game Turn in which they were gained, or until lost.
Reflect	Alters the target of an attack and/or effect back onto the attacker. An attack or effect may only be **Reflected** once.
Regen: X	As **Heal**, except the **Healing** occurs during the Declaration phase of each round. **Regen** may only stack from different sources. Applicable only during combat.
Revive	Brings back a deceased target and restores them to full Vitals unless otherwise stated.
Size Matters	A game value is determined by the target's Food Rating. This keyword will include a parenthesis that describes the modification: Equal to (=), Increase (+), Decrease (-), or Multiply (x) by that target's Food Rating. If an effect is targeting multiple heroes, each hero is affected individually and Food Ratings are not combined.
Strengthen	Permanently increase a numeric effect when specific criteria are met.
Summon	Creates an ally for the summoner. During combat, this ally acts on behalf of the summoner. It may become a target, and may be damaged and/or killed.
Sustain	You may spend 1 Energy each round to power the effect and may use other Abilities while the **Sustained** Ability continues throughout subsequent rounds. Unless otherwise stated, only one instance of the **Sustained** effect may be active at any time.
Teleport: X	Instantly move to a new location up to the **Teleport** amount or where specified. Unless otherwise stated, **Teleport** may be used during any phase, but when used during the Movement phase, the group is considered to be Moving Normally.
Unyielding	Targets may be targeted more than once by this attack. Roll for targets for each attack made.

Conditions

Many opponents do more than just cause damage. The Conditions on the next few pages may also affect your group (or your opponents). Unless otherwise noted, damage dealt resolves before applying Conditions during the Resolution phase. Each Condition may also have one or more of the following qualities:

- **Affects Any:** Conditions with this icon can affect your allies or opponents.
- **Persists:** Conditions with this icon remain active after combat ends.
- **Stacks:** Conditions with this icon may be gained more than once. Apply the numeric effects multiple times unless otherwise noted.

Condition	Qualities	Description
Bleeding		Bleeding targets lose 1 Health during the Declaration phase of each round. Bleeding continues until the target receives **Healing** or until combat ends.
Blinded		Blinded heroes must succeed on a Navigate roll during the Declaration phase of each round in order to act normally. If it fails, Ability ranks are halved this round.
Burned		Burned targets lose 3 Health at the beginning of the Declaration phase of each round and **Heal** 3 less Health each time their Health is **Healed**. The Healing reduction stacks but the Health damage dealt does not.
Cursed		Cursed heroes cannot be **Healed**. Roll all three Skills during the Declaration phase of each round and during the Movement phase of each Game Turn. If you succeed on all three rolls, you are no longer Cursed.
Debilitated		Heroes who become Debilitated must roll the Pyramid. The rolled Ability may not be used. 1: Attack, 2: Defend, 3: First Mastery, HX: Second Mastery. If there is a number specified in this Condition, you do not roll the die and instead lose access to the specified Ability. Heroes may only be affected by up to 3 instances of this Condition at any given time.

Condition	Qualities	Description
Diseased		Diseased heroes who wish to use Energy must first succeed on a Survival roll. In order to rid yourself of the Condition, you must **Heal** in a location that provides **Healing** (City-State, Oasis, etc).
Imprisoned (X)		Imprisoned heroes are being held against their will. Lose all Currency, Food, and access to your backpack. If the heroes are not in a City-State, roll the Pyramid and move them to that one. The group may choose to participate in the Arena once. Any Currency won is confiscated. This Condition includes a number in parenthesis representing time spent while the group is imprisoned. At the end of the Game Turn, place a number of Remnants on the board equal to this number. The group is then freed and heroes regain access to their backpack. This Condition may not be removed by using an item.
Irradiated (X)		Targets who gain this Condition suffer **Energy Drain** equal to the number in parenthesis minus their Food Rating. Heroes who gain this Condition may roll a Stat Test to resist becoming Mutated. If you do not roll, or if the result is greater than twice your Food Rating, immediately draw a Mutation card.
Poisoned		Poisoned heroes lose 1 Health at the beginning of the Declaration phase of each round of combat and at the beginning of each Movement phase. They must also roll and succeed on a Survival roll in order to use Energy. If you Succeed on any 3 Survival rolls, remove the Condition from yourself.
Surrounded		Surrounded targets suffer 2 **Piercing** Health damage at the beginning of the Declaration phase of each round.
Trapped		Trapped heroes must succeed on an Explore roll during the Declaration phase of each round in order to act normally. If they fail, they may only Defend.
Wounded		Wounded heroes suffer a -2 penalty to all Ability and Skill ranks until they receive **Healing**.
Vulnerable		Vulnerable targets gain +2 to their target die result while in combat and suffer 1 extra damage when damaged.

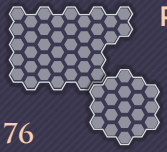
Caravans

Caravans

- Caravans transport the group to and from the Wastes.
- Flip over the top Caravan Master card each time the group moves into a different Caravansary.
- The heroes may join a Caravan at the end of the Event phase. When you do, draw a number of Caravan Events based on the number of heroes playing, and place each face down in their respective slots.
- The heroes may choose to help the Caravan Master through any or all of these Caravan Events, one at a time, rolling Stat Tests in order to reduce the Caravan Event's damage.
- At the end of the journey the group will be moved to a new destination, all heroes must spend Food based on the cards drawn, and then enter the Villain phase of the Game Turn.

Revealing Caravan Masters – Each time the group moves into a different Caravansary, discard the current revealed Caravan Master (if there is one) and draw a new one. This Caravan Master is available to bring the heroes to their next destination from this location.

Revealing in the Wastes: When a Caravan Master is revealed and the heroes are in the Wastes, the heroes roll the Pyramid to determine the City-State the Caravan is traveling to. Place this die (result up) on top of the card to remind you of this Caravan's destination. You may choose to join them, or you may choose to search for a new Caravansary.



Revealing outside the Wastes: When leaving a quadrant or HEXtile, the group chooses a City-State or another Caravansary to be this Caravan's destination. If there is no Caravansary revealed in the Wastes, you may draw a HOTtile until you find one, then place it anywhere in the Wastes.

Caravan Master Cards – Each Caravan Master is unique. Some are cruel while others are kind. Some will rob our heroes of their hard earned Gold by offering to sell them Food at enormous cost, while others reward the heroes should they help protect them.

Home: If the Caravan Master is alive at the end of a Caravan Journey, place the card next to the quadrant that matches their Home. You may embark on another journey with them in the future when leaving from this location.

Item Cost: Caravan Masters sell items available in the Bazaar worth 3 Gold or less. Before the journey begins or between Caravan Events, any hero may purchase items. Increase all item costs by the amount shown here.

Vitals: This is the Caravan's Health and Energy. They cannot be **Healed**.

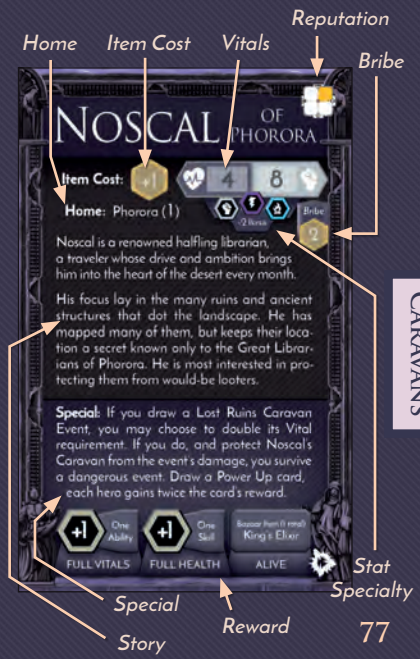
Reputation: Your Reputation will change at the end of the Caravan Journey. For each Caravan Event the group assisted with, move the group's Reputation toward the Caravan Master's. Move it away from the Caravan Master's for each Caravan Event the group ignored.

Bribe: Caravan Masters may be Bribed to alter the Caravan's destination (see page 79).

Stat Specialty: Each Caravan Master provides a -2 Stat Test bonus to the stats shown here until the Caravan Journey ends.

Special: Each Caravan Master has a special ability shown here. Read it and see if it triggers during the Caravan Journey.

Reward: At the end of a Caravan Journey, check to see if the Caravan Master is Alive, at Full Health, or at Full Vitals. Each hero gains all applicable rewards. For instance, if a Caravan Master is at Full Vitals at the end of a Caravan journey, each hero gains all three of the rewards shown. Platinum and Ravager Crystals are rewarded to the group (not per hero).


Home
Item Cost
Vitals
Reputation
Bribe
NOSCAL OF PHORORA
Item Cost:
Home: Phorora (1)
Noscal is a renowned halfling librarian, a traveler whose drive and ambition brings him into the heart of the desert every month.
His focus lay in the many ruins and ancient structures that dot the landscape. He has mapped many of them, but keeps their location a secret known only to the Great Librarians of Phorora. He is most interested in protecting them from would-be looters.
Special: If you draw a Lost Ruins Caravan Event, you may choose to double its Vital requirement. If you do, and protect Noscal's Caravan from the event's damage, you survive a dangerous event. Draw a Power Up card, each hero gains twice the card's reward.
FULL VITALS
FULL HEALTH
ALIVE
King's Elixir
Stat Specialty
Special
Reward
Story

Caravan Events – Caravan Events are drawn and placed face down when you embark on a Caravan Journey. Draw cards based on the number of heroes in the group.

Caravan Event Slots: There are three Caravan Event slots on the Caravan bar. These slots are used based on the number of heroes in the game.

1 Hero: 1 slot is used and 2 extra slots are reserved for drawing additional cards.
2-3 Heroes: 2 slots are used and 2 extra slots are reserved for drawing additional cards.
4-6 Heroes: 3 slots are used and 2 extra slots are reserved for drawing additional cards.

Draw Another / Discard Caravan Events: Some Caravan Events will require you to draw or discard another. If a game effect causes you to draw addional Caravan Events, place them face down in the next available slot. Similarly, if you draw a card that says discard the next Caravan Event, flip over the card located in the next slot to the right, you will not play this card.

Playing Caravan Events: Begin by looking at the card in the left most position on the Caravan bar. Read the card to the group, then examine the **Energy Drain** value and the Stat Tests available on the card. Each hero will choose whether they will help the Caravan Master with the Caravan Event. Heroes do so individually, one at a time, and in any order. The first hero who chooses to help rolls each Stat Test shown and checks for one of the following results:

Success	Critical Success	Critical Failure
-2 **Energy Drain**	-4 **Energy Drain**	+2 **Energy Drain**

After a hero rolls the Stat Tests, reduce or increase the amount of **Energy Drain**, then that hero suffers any remaining. If any damage remains, any other hero may continue to assist in reducing the damage, starting where the last hero left off. After all heroes are finished assisting, any remaining **Energy Drain** is then applied to the Caravan Master's Vitals. Continue playing through all Caravan Events until none remain.

Caravan Event Cards -

Energy Drain: This is the number of **Energy Drain** the Caravan Event deals to the heroes and/or the Caravan Master. Increase this amount by 1 per hero in the group.

Stat Tests: These are the Stats Tests that a hero rolls to attempt to reduce the Caravan Event's **Energy Drain** amount.

Event Description: Each Caravan Event is different. Read the description to look for triggers or to see how this Event is unique.

Food Requirement: Most Caravan Events have a Food Requirement. This is the number of Food each hero must consume at the end of the Caravan Journey, whether they participated in the event or not.

Stat Tests
Food Requirement
SAND STORM
1
2+
A massive wall of sand and silt as tall as any mountain quickly overtakes the caravan. It blots out the waning sun. Prepare for a rough night in this weather.
Size Matters: Suffer additional damage equal to your Food Rating.
Draw another Caravan Event.
Event Description
Energy Drain

Skipping Caravan Events - The heroes may opt to skip any Caravan Event they encounter. The Caravan Master will suffer full damage.

Masteries & Items during a Caravan Event Heroes currently participating in a Caravan Event may not use items or their Masteries during an event, but may do so before or after a Caravan Event. Other heroes however, may use their Masteries on the hero currently participating in a Caravan Event as if it were a combat round. Racial Abilities may be used at any time.

Bribing a Caravan Master - The heroes may Bribe a Caravan Master before the Caravan Journey ends in order to change the Caravan's destination. When the Caravan Journey ends, **Teleport** the group to any location on the map.

Multiple Caravan Masters - It is possible to gain more than one Caravan Master en route

to your destination. All Caravan Masters involved in the journey suffer all damage from Caravan Events played. Unless otherwise stated, the group only receives Reputation and Rewards from the original Caravan Master.

Combat during a Caravan Journey – The heroes may end up facing an opponent during a Caravan Journey. Unless otherwise stated, Caravan Masters do not enter combat. If you choose to Flee or to not face the opponent, roll the Pyramid and add the result to the opponent's Level. The Caravan Master suffers the resulting amount of **Energy Drain**.

Caravan Master Death – If a Caravan Master's Health drops to 0, remove it from the game and flip over any remaining Caravan Events. Then check to see where the Caravan was heading:

Death leaving the Wastes:
If the Caravan was headed out of the Wastes, place the group on the Caravansary closest to the Caravan's original destination.

Death entering the Wastes:
If the Caravan was headed into the Wastes, place the group on a random Caravansary in the Wastes instead (selecting one other than the original destination). If there are no other Caravansaries revealed, draw HOTtiles until you find one and place it on the board. After you've determined your destination, reduce each hero's current Energy to 0.

Ending the Caravan Journey – After you've played through all Caravan Events, determine how your actions affect your Reputation. Move your Reputation toward the Caravan Master's for each Caravan Event the group assisted with (regardless if any damage was dealt to the Caravan Master), or away from the Caravan Master's for each Caravan Event the group ignored.

Then add up all Food Requirements of all cards drawn (or remaining in the case of a Caravan Master death). Reduce each hero's Food by the sum. Heroes who run out of Food gain the first level of Starving.

After Food is reduced, **Teleport** the group to the Caravan's destination, then advance to the Villain phase of the Game Turn. The location where the Caravan Journey began is considered to be the group's last known location for the purposes of placing the Ravager.

Missions

Missions

- Each City-State has its own Mission deck. There are several types of Missions:
  - **Aid:** White border. Usually requires you to bring an item or escort an ally, to or from, the location.
  - **Bounty:** Red border. Requires you to defeat an opponent.
  - **Skill (3 variants):** Green, Yellow, & Blue. Requires you to roll your Skill dice.
  - **Dual:** Dual Missions are like Skill Missions, but require more than 1 Skill to complete.
  - **Excavations:** Orange border. Excavation Missions allow you to spend extra time in a Mission location after you've completed it, exploring or gathering resources.
- Mission locations are grouped into one of three terrain categories: Desert, Highlands, or Silt Sea (see page 17). The group may attempt to complete one Mission during the Event phase of the Game Turn if they end Movement on a Mission location that matches their Mission card.
- When attempting a Mission, read the paragraph and perform any actions (as specified).
- After you complete a Mission, gain the Mission reward immediately and flip over the next card.

Gaining Missions – Flip over the top Mission card in each Mission deck at the beginning of the game. Flip a new Mission card over each time you complete a Mission in that deck.

Mission Locations – The group may travel to any Mission location that matches your Mission's terrain type (see page 17). If a map location has both a Desert and Highland element, treat the location as being both terrain types. You may not attempt a Mission while on a location that does not match the Mission terrain type.

Mission Locations

Aid Missions – Aid Missions require you to travel to a location and either pickup or deliver an item or ally.

Bounty Missions – Bounty Missions require heroes to defeat specific opponents or opponent types in combat. If the Bounty requires you to defeat a Boss, you may locate them on the board and face them there, or face them in combat through other cards or effects.

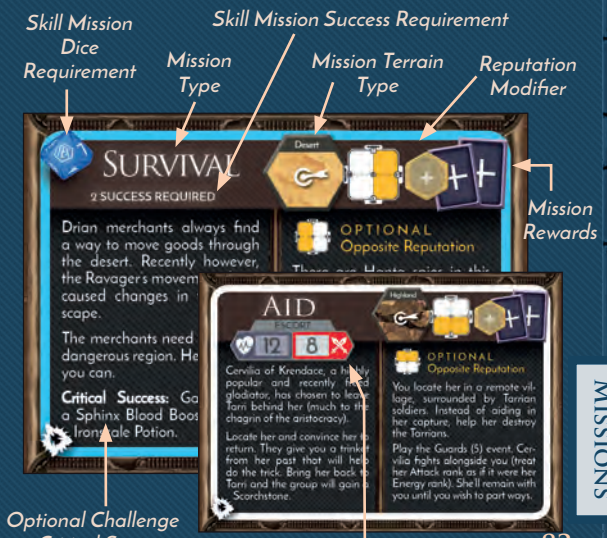
If the Mission requires the group to defeat an opponent type, you may travel to the Mission location shown and search for the first opponent type in the Circumstance deck that matches the Mission card.

Turning in Bounties: Bounties must be turned in at a City-State or Caravansary to be completed.

Completed Bounties: If an opponent has already been slain by your group, you may immediately mark the Bounty as complete, then turn in the Mission to claim the reward.

Escorts – Escorts require you to keep a target alive. They become an ally when you choose to attempt to complete the card. The Escort graphic will show you the ally's Health (they have 0 Energy) and the action they perform each combat round. The example at right shows an ally that has 12 Health and Attacks each round for 8 Health damage. Escorts may be **Healed**.

Excavate – If an Excavation Mission contains the Excavate keyword, the group may Camp in the location after they've completed the Mission for bonus rewards.



Skill Missions – If the Mission is related to a Skill, the group rolls the Skill die shown on the card. Some Missions require more than one success as indicated under the Mission header. The group does not need to achieve all successes in one Game Turn.

In the example on page 83, each hero would roll their Survival skill. The Mission requires two successes. If the group achieves two successes, the group completes this Mission. Additionally, if any of the heroes roll a Critical Success (see page 26), they also earn the bonus reward.

Dual & Triple Skill Missions: Some Missions require you to roll more than one Skill. One hero in the group must succeed on all Skills listed in order to be successful. For instance, a Dual Navigate/Survival Mission requires at least one hero to succeed on both their Navigate and Survival rolls.

Challenges – Some Missions offer an extra bonus for doing more than what is required to complete it. Challenges are written under the normal Mission requirement. You may attempt to complete a Challenge after you successfully complete the Mission. The Challenges are optional and do not need to be completed in order to gain the Mission reward. However, if you do attempt a Challenge, you may not turn in the Mission until after you've completed it.

Mission Rewards – As part of a Mission's rewards, the group gains a +1 Reputation modification in the direction indicated, before any other rewards are gained.

After modifying your Reputation, gain the additional rewards shown. If the heroes' Reputation now matches the City-State tied to this mission, increase the Gold reward by 2. Gold and Power Ups are given to each hero, while Platinum is rewarded once to the group. If a Mission has a Critical Success reward, the hero(es) who Critically Succeed on their Skill roll also gain the Critical Success reward listed.

Dual Reputation Missions – Some Missions present a choice to either work for the City-State or against them. The group must select one or the other (not both), before attempting the Mission.

Game Options

Valor Score

- A point of Valor is awarded when specific milestones are achieved while playing any HEXplore It game. Valor is not unique to the Sands of Shurax.
- A player's Valor score is equal to the total Valor gained while playing any game in the series.
- All players playing a game of HEXplore It have a Valor score equal to the player with the highest Valor score.
- Valor may only be gained once per source (ie, all the players achieve only 1 Valor point for defeating the Ravager, no matter how many times they've vanquished it), and cannot be modified by other game effects.

Gaining Valor

In the Sands of Shurax, there are many ways you may gain a point of Valor. Consult the adjacent graphic for more information.

Mark the check box and adjust your Valor score on the bar below when you complete one of these objectives.

Win the game on Starter Difficulty ☐

Win the game on Epic Difficulty ☐

Complete all 4 Win Scenarios ☐

Win Scenarios			
1	2	3	4

Destroy Tarri using one of Noko's Beacons ☐

Gain 8 different Mutations (on one hero) ☐

Gain 5 or more Treasures in one game ☐

Using Valor – Each time you play the Sands of Shurax, consult the table below. You'll gain the highest tier bonus and all lower tier bonuses based on your total Valor score. These bonuses only affect the current game being played.

Tier	Valor	Abilities
Initiate	1-7	Each hero gains Gold equal to half their Valor Score to spend only on Gear Upgrades before the game begins. Any unused Gold is lost.
Adventurer	8-19	The heroes begin the game with a number of Platinum equal to twice the number of heroes playing.
Hero	20-32	Each hero may begin the game with a single Mutation drawn from the Mutation deck. Each hero also gains **Mutating Genes**: Once per game, suffer 4 **Energy Drain**. Draw 3 Mutations and replace one Mutation you possess with one of the cards drawn. In order to win the game, you must win the game on the Difficult setting or higher.
Champion	33-59	The group begins play with a randomly drawn Treasure. In order to win the game, you must win the game on the Epic setting.
Avatar	60+	At the beginning of the game, each hero chooses a single Ability. For the remainder of the game, gain a -2 bonus to all Stat Tests made using this Ability. Each hero also gains **Champion's Sacrifice:** Once per game, you may sacrifice any amount of Energy to **Raise** an ally's Health by 3 per point sacrificed.

Living Card Campaign

Continue your journey into the Sands of Shurax through our Living Card Campaign to ensure you'll always have fresh content to add to your adventures!

One card found in the Circumstance deck, one card found in Phorora's Mission deck, and one card found in Dria's Mission deck contain a website URL and QR code.

Living Card Deck
THE SANDS OF SHURAX
Living Card Deck
60 additional cards to supplement the Sands of Shurax Core Box
HEXPLORE IT

www.hexploreit.com/vol3/living

When your group draws one of these cards, simply scan the QR code or head over to our website to see what new situation you'll face. We'll release one new card for each every month, until the game turns 1 year old. That is 36 new cards for your game!

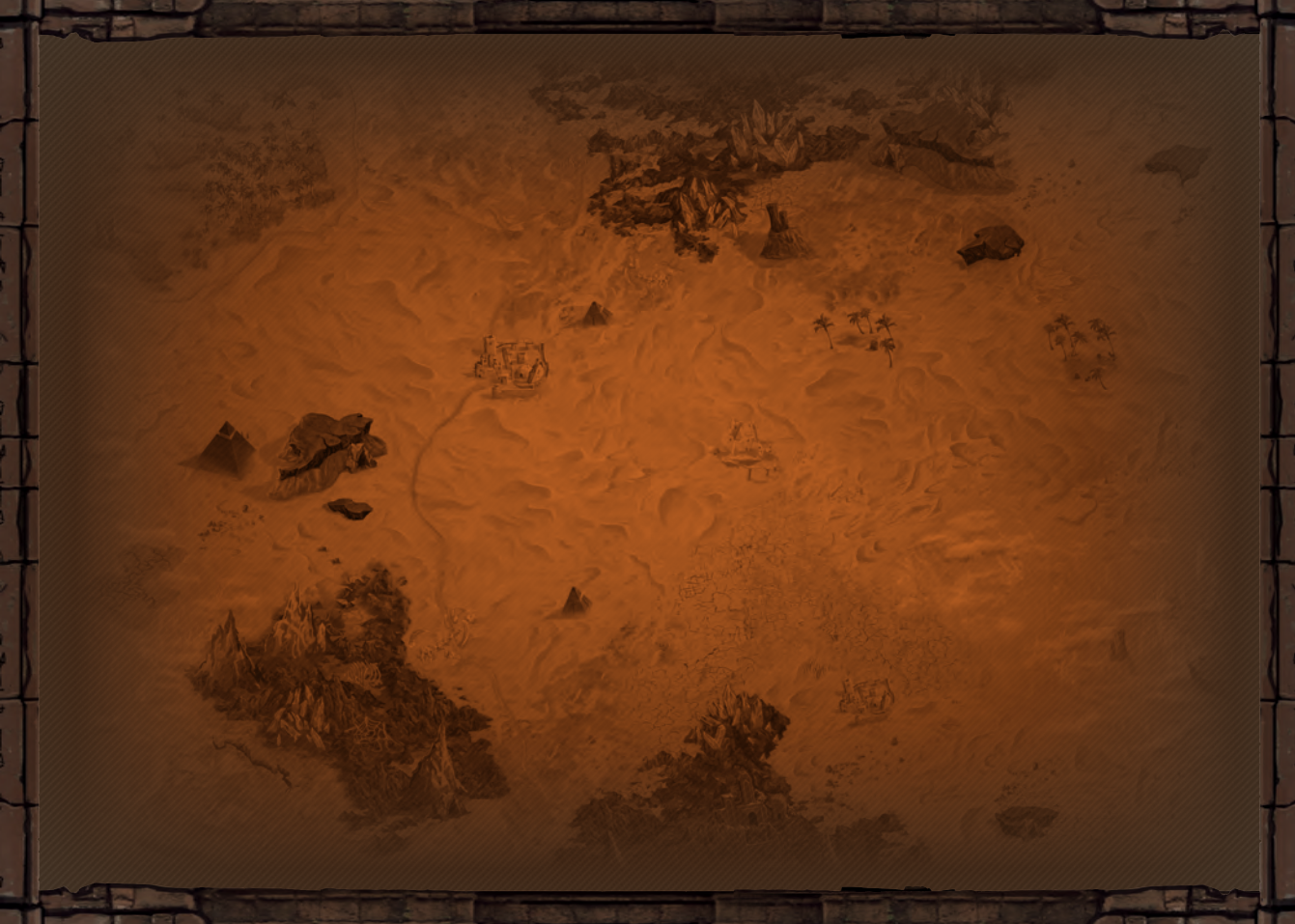
The Living Card deck is not included in the core game, but may be purchased separately.

"WHAT WAS THAT?"
www.hexploreit.com/vol3/living
LOST KNOWLEDGE
The scholars of Phorora have unearthed a map to the lost city of Heracleion, but they need help deciphering its clues.
A MERCHANT'S TALE
The Hanta have caused disruption in the streets of Dria for far too long. There are those who would stand against them, but their organization is resiliant and proves difficult to unravel.
Join with a minor noble house to undermine their power and work to finally rid Dria of this murderous group of cut-throats.
www.hexploreit.com/vol3/living
Simply use this QR code, or navigate to the website address listed above to find out what happens next!

Ready for your next adventure?
www.hexploreit.com/vol4
Volume
IV

Cleaning your Dry Erase Mats

- Many cleaning problems begin with a dirty eraser. At the end of the game, we recommend you use a damp fiberless wipe to clean your game mats. That way the majority of the ink is kept off your erasers.
- Clean your mats at the end of every game. If you leave your board dirty, the residue dries and is more difficult to wipe down.
- Still have pesky stains? Marker stains may be removed with Isopropyl Alcohol (90% solution), Peroxide, Hand Sanitizer, WD-40, or even Toothpaste.

Index

Abilities 10, 49
Acts 42
Afflictions 31
Aid Missions 83
Arena 38
Attack 10
Battle Mat 52
Bribe 10, 51, 79
Bosses 32, 62
Bounty Missions 83
Calculating Effects 50
Camping Skill Bonus 25, 33
Caravan Events 78
Caravan Masters 76
Caravans 76
Caravansary 32
Cautious Discarding 30
Circumstance 30
City-State Event 37
City-States 33
Challenges 84
Cleaning your Dry Erase 90
Combat Example 66
Combat Round Overview 48
Conditions 73
Critical Failure/Success 26
Crystal Tower 32,
Currency 12
Danger Event (City-State) 34
Dangerous Opponents 54
Declare Actions 49
Defend 10
Dice 4
Discoveries 31
Dry Erase Markers 4
Employ 34
Encounters 31, 58
Escorts 83
Event 32
Event Cards 31
Excavations 83
Explore 10, 27
Fame 38
Favored Opponent 9, 50, 55
Fleeing Combat 51
Food 12
Food Rating 9
Game Board 14, 16
Game Difficulty 52
Game Placards 20
Game Turn Overview 24
Gear Upgrade Rings 13
Gold 12
Group Target 57
Guards Event 20
Heat Exhaustion 18
Hero Death 68
Hero Mutations 46
Hero Starting Location 21
HEXploding Dice 55
HEXtiles 16
Hordes & Swarms 60
HOTtile Connector 16
HOTtiles 16
Individual Target 57
Items 12, 51
Keywords 71
Living Cards 90
Location Tokens 22
Masteries 10
Miniatures 19
Missions 32, 82
Movement 25
Moving Cautiously 25
Mutations 46, 56
Nature Cards 31
Navigate 10, 27
Negative Vitals 65
Oasis 32
Opponent Actions 58, 60, 62
Opponent Types 54
Opponent Subtypes 54
Opponent Mutations 56
Outlast 60
Platinum 12
Power Up Deck 70
Purity 70
Quadrant Connectors 16
Quadrants 16
Race 9
Racial Ability 9, 50
Racial Modifiers 9
Ranks 10
Ravager Crystals 45
Ravager Nodes 43
Remnants 45
Reputation 35
Reputation Bonuses 36
Removing the Ravager 44
Resolution Phase 65
Resolving Damage 65
Revealing the Ravager 43
Reviving Heroes 68
Rewards 69
Roaming 27
Role 7, 8
Rounding Numbers 50
Scarabs 40
Schooling & Sparring 13, 34
Setup, Overview 6
Skills 11, 26
Starving 29
Stats 10
Stat Tests 11, 60
Survival 10, 27
Stashing Power Ups 70
Swarms & Hordes 60
Target Dice 57
Target Types 50
Terrain Types 17
Treasure Cards 31
Unavoidable Cards 30
Uncrossable Terrain 17, 25
Valor 86
Villain 42
Vital Icons 10, 49
Vitals 11
Wander Compass 27
Wandering 27
Wastes 16, 18
Win/Lose Criteria 4, 37